Foreword

From Bethesda Softworks and Tango Gameworks

Sebastian Castellanos' life started falling apart when his daughter, Lily, died in a tragic fire. Ever since then, his life has been an avalanche of miserable moments, chief among which were the events that transpired at Beacon Mental Hospital, when he was pulled into a twisted world built using the mind of a serial killer. He barely made it out alive, and now—three years later—a face from his past has reentered his life to give him the first glimmer of hope he's had in years: Lily is alive, and she's being used as the Core of a new world called Union. In The Evil Within 2, Sebastian is going to have to return to the nightmare that nearly destroyed him in order to save her and find redemption.

The world of The Evil Within 2 is not a forgiving place; every move you make could be your last. As Sebastian, you'll explore horrifying domains and encounter myriad terrifying creatures and psychopathic villains. Danger lurks around every corner and you will need to carefully plan your journey if you want to beat the odds that are heavily stacked against you.

In order to even the playing field a bit, you'll be able to customize both Sebastian and his gear to suit your own unique playstyle. You can specialize in combat tactics, focusing on upgrades that boost Sebastian's health and damage, or you could lean more toward the stealth approach and avoid conflict altogether. Then on top of customizing Sebastian, you can pick and choose which weapons you'd like to upgrade and how you'd like to go about it. Whether you decide to go guns-blazing with a powered up shotgun, sneak through the shadows and set traps with the crossbow, or become a jack-of-all-trades and dip your toe into all areas of the upgrade trees and weapon options, the customization options will allow you to build the right Sebastian for you.

With more open areas to explore, you'll have the freedom to go at your own pace, and we can give you some helpful tips that might just help you survive the experience. From resource cache sites and secret pieces of lore, to enemy locations and tactical specifics, this strategy guide will provide you with all the information you'll need to get started in Union. What you choose to do with that knowledge is up to you as you face your nightmares and fight to save your daughter.

Enemies

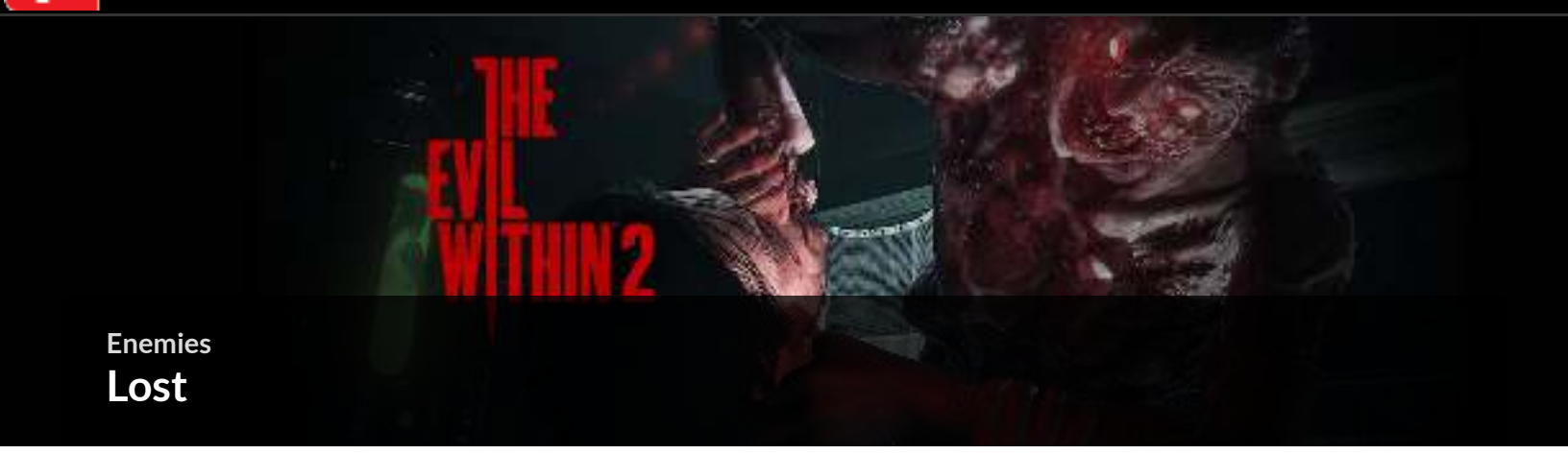
Overview

The *Evil Within 2* features some of the most innovative and downright creepy hybridized creatures you'll ever see in a survival horror game. Their behaviors and attack patterns may seem puzzling and difficult to counter at first. But as you get familiar—using tactics we recommend in this guide, of course—they'll soon seem less mysterious. Check out the tips and data in this section for a closer look at the STEM monsters that desperately want to eat you.

A NOTE ON DAMAGE MODIFIERS AND EXPLOSIVE BOLTS

In the Attack tables below, Survival mode provides the base number for damage inflicted. In most cases, that base number is multiplied by 0.4 for Casual mode, and multiplied by 1.5 for Nightmare and Classic modes.

Note that Explosive Bolts do normal damage to all enemies that are not listed as invincible.



Enemies

Lost

Encountered in Chapter(s): 2-14

Once the town's fine citizens, the Lost are the grunts of Union. They're almost everywhere, stumbling around, snarling, looking for sweet untainted flesh like yours. Most fall with a couple of well-placed Handgun headshots, or a single Shotgun blast to the face. Aiming lower can tear off Lost arms or legs, but these will regrow over time. Keep circling if you encounter a Lost rush or swarm. Don't let them grab you, or else their strangle or bite attacks will inflict continuous damage per second. Target axe-carriers first, so you can pick up their dropped Hand Axe and quickly swing a one-hit kill on the next gruesome citizen.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y	Y	Y	Y	Y	Y	Y	Y	Y

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Punch	-	12	30	45
Grab (grab-and-punch, strangle)	-	16 (per second)	40 (per second)	60 (per second)
Grab (bite)	-	16 (per second)	40 (per second)	60 (per second)
Crawling ankle grab	When legs have been blown off or when one comes crawling out from somewhere	16 (per second)	40 (per second)	60 (per second)
Axe attack	When carrying an axe	16	40	60
Axe throw	When carrying an axe	12	30	45
Grab (Axe attack)	When carrying an axe	16	40	60
Molotov throw	When carrying Molotovs	12	30	45

Enemies

Hysteric

Encountered in Chapter(s): 3-13

The Hysteric may be the most frightening foe in the game. This “white lady” has a very distinctive, strangulated sound that becomes chilling when you hear it—especially after she victimizes you the first time. She often stands in place, and when she does move, it’s a slow, painful looking stagger. But don’t let this fool you. The moment you fire a shot, she’ll makes a shrieking sprint, trying to drive her big knife right into your face. Her Grab attack inflicts much pain per second, so break away ASAP. Note that the Hysteric’s slow waddle makes it easy to creep behind her for a Sneak Kill, but one Sneak Kill won’t kill her!

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low/Medium	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but one attack is not enough to kill)	Y	Y	Y	Y	N	Poison damage works	Y	Y

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Knife attack	-	16	40	60
Grab (Knife attack)	-	16	40	60
Punch	When not holding knife	12	30	45
Grab (bite)	When not holding knife	16 (per second)	40 (per second)	60 (per second)
Crawling ankle grab	When not holding knife. When legs have been blown off or when crawling out from somewhere	16 (per second)	40 (per second)	60 (per second)

Enemies

Lament

Encountered in Chapter(s): 3-11

The Lament is one of the most lethal creatures in Union. It has both a ranged attack—a toxic acid spit—and a lunging grab with an acid spray that results in your instant death. That's not all: when it spots you, the Lament unleashes a bloodcurdling howl that not only wakes up any enemies sleeping in the area, but also drains your Stamina, making it harder to get away. One or two good headshots can take down a Lament. You can execute a Sneak Kill, too—it won't kill the beast, but it inflicts such damage that you can finish the job with just a few more gunshots.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but one attack is not enough to kill)	Y	Y	Y	Y	Makes them spit acid	Poison damage works	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab (Acid spray)	-	Instant death	Instant death	Instant death
Acid spit	-	12	30	45

Enemies

Anima

Encountered in Chapter(s): 3-7, 11

The Anima has an unhealthy obsession with Sebastian. She can appear suddenly in Union, turning the air bitter cold and stalking you. All you can do is hide and then run—attacks don't affect her in any way. Don't let her see you… and if she does, don't let her get close! Her Grab attack means instant death for Sebastian.

Health

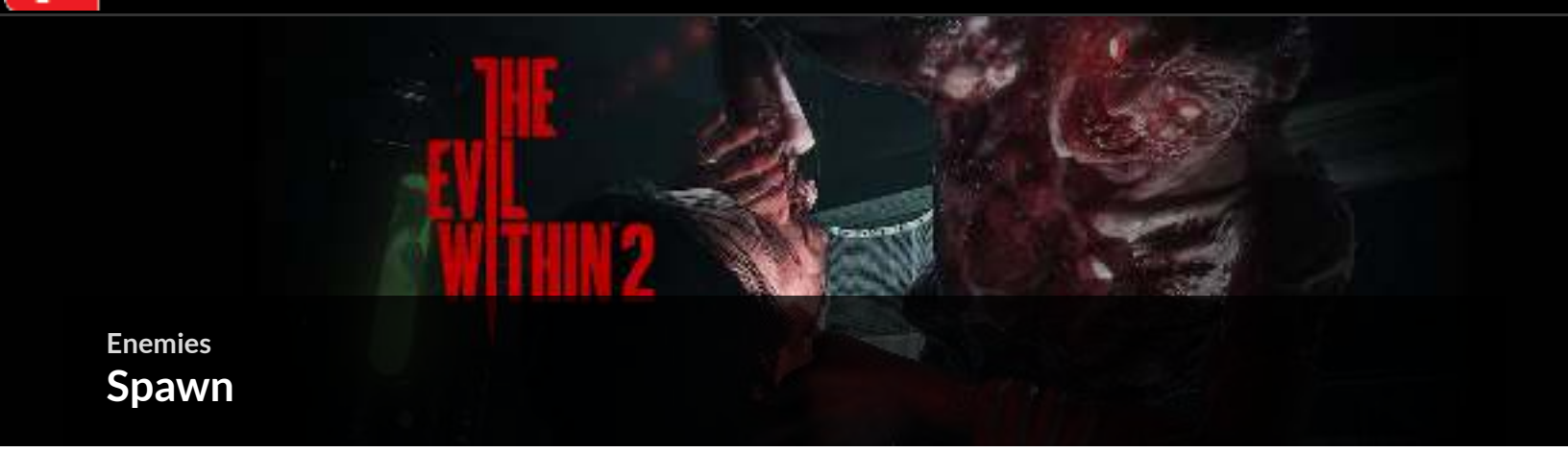
CASUAL	SURVIVAL	NIGHTMARE/CLASSIC
Invincible	Invincible	Invincible

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	N	N	N	N	N	N	N	N

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab	When the Anima is aware of you and gets too close	Instant death	Instant death	Instant death



Enemies

Spawn

Encountered in Chapter(s): 3-14

The low-slung Spawn has three hungry heads on one end, split apart to form fearsome jaws full of razor-sharp teeth. It has a single head on its opposite end too. Target the jaws to knock the stunned monster on its back, but be ready for its nasty "flip attack"—the single-head end starts crawling "backwards" toward you, and then the Spawn flips, flinging its jaws-end right into your face! A good tactic is to immobilize the Spawn with a Shock Bolt, letting you press in close for a volley of headshots on its twitching ugly body.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Scratch	-	12	30	45
Bite (close/long range)	-	12	30	45
Bite (threat)	-	12	30	45
Bite (left/right feint)	-	12	30	45
Flop attack	Occurs randomly when knocked down and flipped onto back	12	30	45

Enemies

Guardian

Encountered in Chapter(s): 2, 5-7

This laughing monstrosity will become a real nemesis as you progress. Constructed of body parts from multiple corpses (including a full ring of heads), the Guardian slings a huge circular saw that can cut Sebastian right in half if she catches him when his health is critically low. Keep circling and shooting, or duck inside a bus or delivery truck. You cannot execute a Sneak Kill on the Guardian, and your Shock Bolt reduces its attacks to half damage. As always, headshots inflict the most damage, and this foe has several heads you can target.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

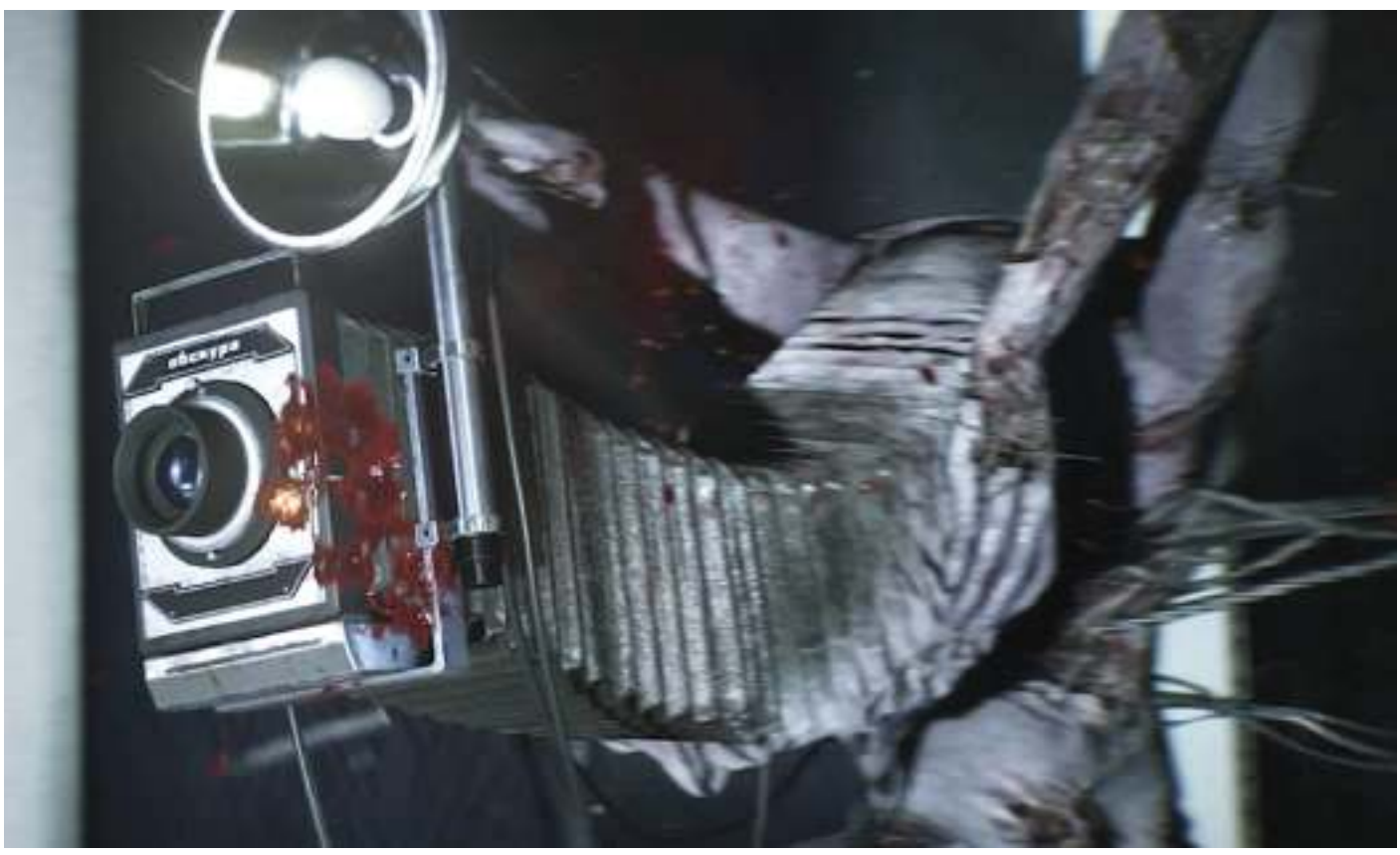
SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Swing around circular saw (right, left, behind)	-	45	45	56.25
Swing circular saw left and right (repeatedly)	-	45	45	56.25
Left hand downward swing (forward, back)	When at its feet	40	40	50
Use circular saw to destroy crates	When crates are blocking its path	45	45	56.25
Circular saw downward swing while running	-	45	45	56.25
Downward attack with circular saw from above	When Sebastian is in the back of a truck or bus	45	45	56.25
Sever legs, sever torso	When getting hit by the circular saw at critical health	Instant death	Instant death	Instant death
Circular saw triple strike and horizontal sweep	When hit by a left hand downward swing at critical health	Instant death	Instant death	Instant death

Enemies

Obscura



Encountered in Chapter(s): 5, 7

The three-legged Obscura is an oddly compelling creature, as graceful as it is deadly. Its camera freezes time, so shoot its camera lens to stagger the monster and get time unstuck again. Its fluttering tendrils can be mesmerizing… but they can also pin you to the ground and stab the life out of you, so keep a healthy distance. Note that the Obscura uses its tendrils to walk up walls and across the ceiling, so look for it high and low. Note that the Obscura found inside Stefano's art can be killed, while the one protecting the Stable Field Emitter cannot. Health given below is for the former.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Tendril stab (Close range, jump)	-	8	20	36
Tendril stab (Long range)	-	10	25	45
Tendril stab (Repeated)	-	8	20	36
Kick	-	8	20	36
Tendril stab	When on ceiling and when coming down	8	20	36

Enemies

Aperture

Encountered in Chapter(s): 5-8

The Aperture seems to hover far above the fray, but don't be fooled. When the big eye drops its tentacle bundles in Union, steer clear of them—touching an Aperture tentacle hurts. Later, when the Aperture tries to protect its master during a chase, it launches a long-range tentacle strike whenever it spots Sebastian; this strike results in instant death. Stay out of its searchlight gaze!

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Invincible	Invincible	Invincible

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	-	-	-	-	-	-	-	-

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Tentacle strike	If you get spotted	Instant death	Instant death	Instant death

Enemies

Watcher

Encountered in Chapter(s): 6

This horrifying mass of intelligent white mucus blocks Sebastian's path through The Marrow. Remember that any red patch on the creature is a weak spot—just its eyes at first, but more redness is revealed across its face as you score hits. The Watcher can block and absorb your headshot attempts with its big goopy claws, however. Its spitball attack inflicts splash damage that can strike you even behind cover, and independent claws will pop up from white puddles on the floor, including some behind you! Don't root yourself in one spot.

Health

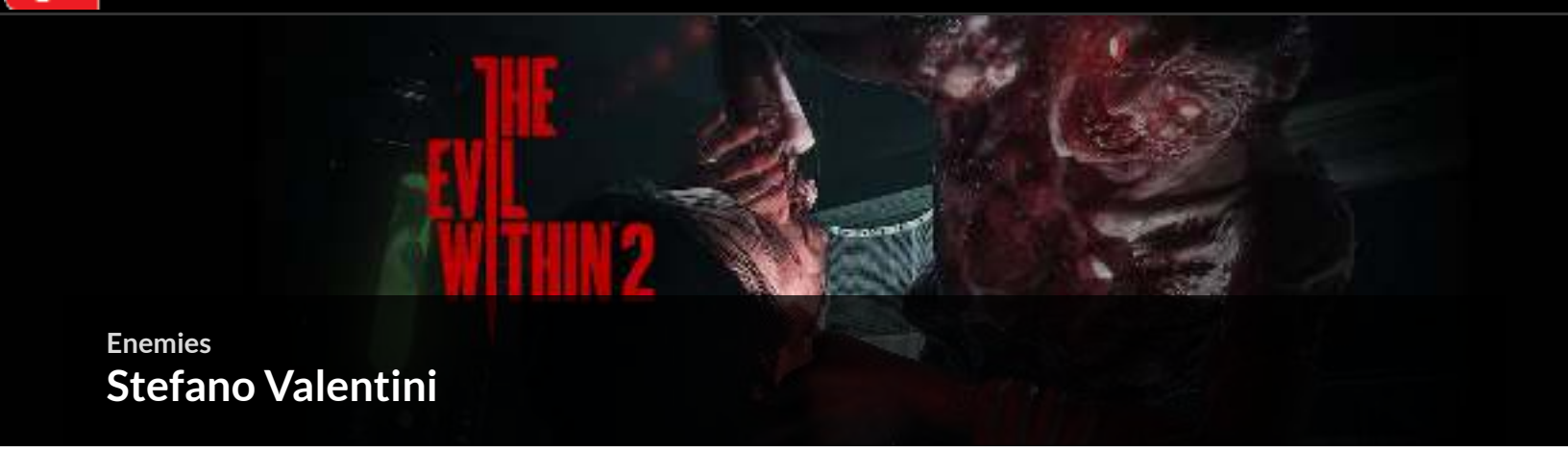
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Hand strike	-	4-4.8	10-12	15-18
Spit projectiles	-	8-10	20-25	30-37.5
Drag/pull in	When you get too close	Instant death	Instant death	Instant death



Enemies

Stefano Valentini

Encountered in Chapter(s): 8

This self-proclaimed artist is a murderous sociopath whose trail of grisly portraits leads Sebastian across Union. His control of STEM reality is formidable. Stefano can phase-shift around the arena, flinging knives from afar then suddenly warping in close for some close-range cutting. His massive companion, the Aperture, adds another layer of complexity to the battle.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Knife attack	Phase 1	26.6	38	57
Knife throw	-	32	32	40
Grab	Phase 1- when slowed	14-18	35-45	52.5-67.5
Create slow-time field	-	0	0	0
Knife attack (repeated)	Phase 2	15.4	22	33
Dash attack	Phase 2	20-24	50-60	75-90
Grenade trap	Phase 2	35	50	75
Aperture tentacle attack	Phase 2	31.5	45	67.5

Enemies

Disciple

Encountered in Chapter(s): 9-14

The Disciple is a fiery, close-range melee monster that occasionally ignites into flame. When the creature is burning like this, your Sneak Kill does not work; you must wait until his fire goes out before a stealth move can be successful. The Disciple's two attacks are a lunging punch and a dashing tackle that forces you to break free or die. If you nail a Disciple with a headshot, it covers its head with protective arms for a few seconds, making follow-up headshots ineffective. Note that the Disciple has lava running in its veins—if you shoot off an arm, the beast waves the stump around, spraying burning lava at you!

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Only when not burning	N (just ignites their normal burn)	Flame damage on hit is effective	Y	Y	Y	Y	Burn after thawing	Burn after thawing

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab	-	16 (per second)	40 (per second)	60 (per second)
Punch	-	12	30	45
Tackle	-	16	40	60
Lava spray	From arm stump when arm is destroyed	12	30	45

Enemies

Harbinger

Encountered in Chapter(s): 11-13

This towering foe deploys a blistering Flamethrower attack. The Harbinger's stream of fire has surprisingly good range, so keep your distance and look for headshots with your Sniper Rifle. If you destroy the tanks on his back, the Flamethrower is disabled. But don't think you've got it easy then. The Harbinger is also a powerful melee fighter, using his weapon as a club, and will pursue you relentlessly.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Medium	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but one attack is not enough to kill)	N	Does physical damage	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Flamethrower sweep (right, left, behind)	-	16	40	60
Flamethrower overhead sweep	-	16	40	60
Flaming projectile	-	20	50	75
Flame blast (sweeping)	-	16	40	60
Flame blast (tracking)	-	16	40	60
Flame blast (turning around)	-	16	40	60

Enemies

Glutton

Encountered in Chapter(s): 12-13

The Glutton has only one attack, but it's a killer. Aside from eating tons of dead flesh, its entire reason to exist is to get close to you and explode. This detonation spreads outward in a lethal radius of pain, with anything up close likely to suffer fatal damage. Hit this huge target with sniper fire from afar. He's hard to miss. Score a headshot to take it down and keep it from exploding.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but not when swollen)	Y	Y	Explode	Explode	Explode	Explode	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Explode (damage relative to proximity)	-	12-40	30-100	45-150

Enemies

Sadist

Encountered in Chapter(s): 14

Sebastian's encounter with the Sadist, another old pal from Beacon Mental Hospital, is mercifully short... but frightening nonetheless. If this masked freak catches you during the chase sequence, his chainsaw metes out instant death.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
n/a	n/a	n/a

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	-	-	-	-	-	-	-	-

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Chainsaw attack	When you let him get too close	Instant death	Instant death	Instant death

Enemies

The Keeper

Encountered in Chapter(s): 14

The Keeper is an old nemesis for Sebastian, dating back to the trauma at Beacon Mental Hospital. This meaty brawler rushes in close to bludgeon foes, swinging his massive meat tenderizer with one hand and a sack of his victims' brains with the other. The space is tight in the arena where you face him, so bring your best shotgun to the battle.

Health

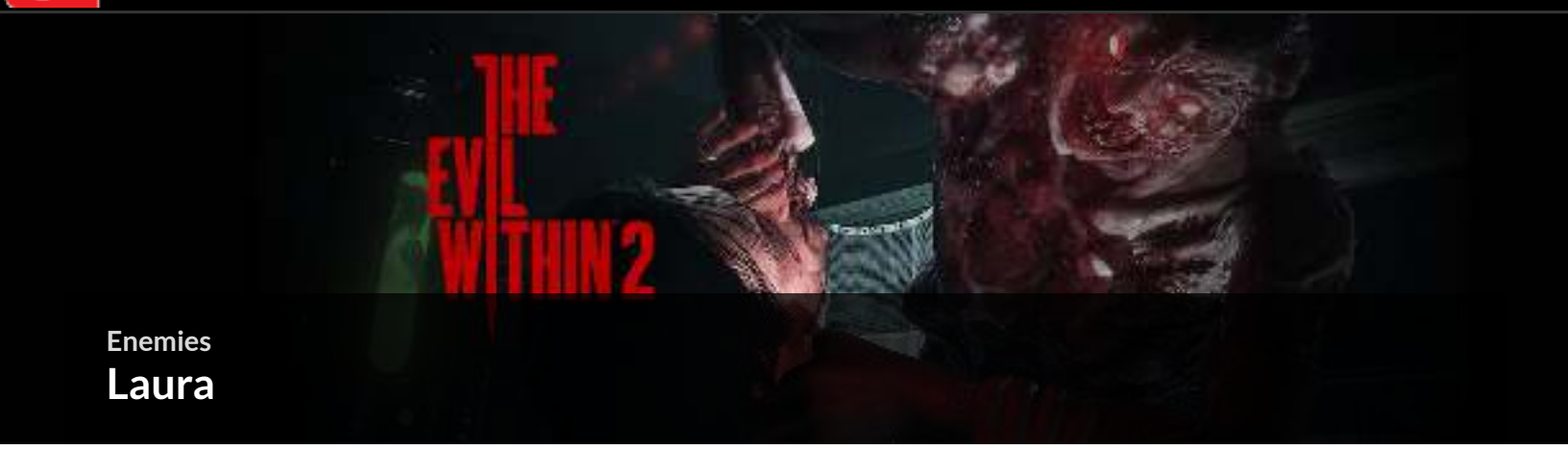
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
n/a	n/a	n/a

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	N	Poison damage works	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Strike (Hammer, sack)	-	16	40	60
Tackle	-	16	40	60



Enemies

Laura

Encountered in Chapter(s): 14

Laura is another creature brought back from the nightmare Sebastian experienced in Beacon Mental Hospital. She can execute an ultra-quick series of short-range teleport jumps, and her Grab attack inflicts instant death. She's also immune to Sneak Kills. But fire-based attacks deal her heavy damage. A fully loaded Flamethrower can bring Laura down, and the arena where you meet her also features a tricky flame-nozzle mechanism. Activating the mechanism takes a few seconds of attention that can leave you vulnerable to Laura's lethal grab, so use Shock Bolts to immobilize her during the process.

Health

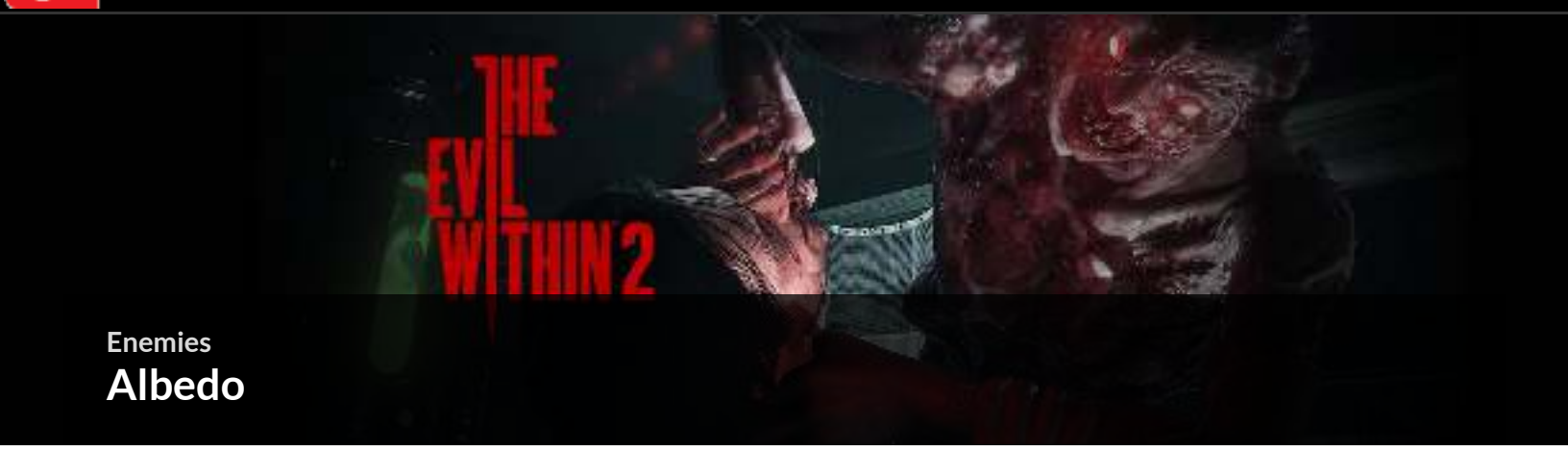
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium/High	High	Very High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Extra damage	Extra damage	Y	Y	N	Poison damage works	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab	-	Instant death	Instant death	Instant death
Scratch	-	20	50	75



Enemies

Albedo

Encountered in Chapter(s): 15

The Albedo has aggressive search and swarming behavior. Its attacks are much like the Lost's, but it is tougher and more durable; it takes several headshots to bring one down. The Albedo relies on a basic punch, and then if it manages to grab you, it will repeatedly punch or strangle you, inflicting steady damage per second until you can break free. Even if you shoot off its legs, the Albedo can make a crawling ankle grab. When it dies, it shatters into pieces.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low/Medium	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y	Y	Y	Y	Y	Y	Y	Y	Y

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Punch	-	12	30	45
Grab (grab-and-punch, strangle)	-	16 (per second)	40 (per second)	60 (per second)
Crawling ankle grab	When legs have been blown off or when one comes crawling out from somewhere	16 (per second)	40 (per second)	60 (per second)

Enemies

Effigy

Encountered in Chapter(s): 15

The Effigy loves to slam its electrified power pole into the ground to inflict some shocking damage. This two-headed boss has a powerful, rhino-like charge that isn't particularly speedy, but hurts bad if you don't get out of the way. Target its weak point, the red organ in its torso, to score extra damage. Headshots also score big.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	Y	-	N	N	Y	Y	-	-

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Strike	-	16	40	60
Left sweep (small radius)	-	16	40	60
Left sweep (large radius)	-	16	40	60
Shock	-	16	40	60
Right sweep	-	16	40	60
Charge	-	20	50	75

Enemies

Matriarch

Encountered in Chapter(s): 16

The massive Matriarch is your ultimate challenge. Fighting her proceeds in three separate phases. (Check out Chapter 16 of our Story Walkthrough for detailed tactics.) She is immune to basic shock, smoke, and freeze attacks with your crossbow. The key is to target the red glowing parts of her body.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	N	Shock damage works	N	Poison damage works	N	N

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Mow down	First form	15.2	38	57
Strike	First & second forms	15.2	38	57
Strike (repeatedly)	First & second forms	15.2	38	57
Shockwave	First form, follows second form Strike	26	26	32.5
Spider swarm (per bite)	When her second form's health gets below a certain point, she spits up spider eggs that hatch	0.4	1	1.5
Tentacle Strike	Third form	15.2	38	57
Tentacle mow down	Third form	15.2	38	57
Small tentacle attack	-	8	20	30

Enemies

Mobius Security

Encountered in Chapter(s): 17

The first wave of Mobius agents are basic gunmen with pistols. Just shoot them, preferably in the head. The second Mobius security wave tosses grenades that inflict massive damage. To avoid this damage, duck down behind your cover.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	-	-	-	-	-	-	-	-

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Gun	-	2	5	7.5
Grenade	-	16	40	60

Basics

Introduction

THE STORY SO FAR

Three years ago, Police Detective Sebastian Castellanos was called to the scene of a brutal slaughter in Krimson City's main psychiatric hospital, Beacon Mental Hospital.

At first glance, it looked like the work of a twisted mass murderer, but soon Sebastian was trapped in something darker, stranger, and more frightening that he could have ever imagined.

Sebastian was unknowingly connected to a machine called STEM which creates a world for all those connected to share a consciousness. At the center of this world was a madman named Ruvik. A shadowy organization known as Mobius had developed this STEM technology for their own unknown purposes, but Ruvik took control to create his own nightmarish reality.

Sebastian managed to survive his STEM immersion and escape from the monsters and horrors born from Ruvik's mind. However, Sebastian's run-in with Mobius and STEM had really only just begun…

CHARACTERS

SEBASTIAN CASTELLANOS

Since the incident at Beacon Mental Hospital, Sebastian has been a tortured man. He lost his family, his partners, his job, and his faith in anything good. After three years of a frenzied search for the truth, Sebastian is now broken: lost in drink and inescapable dark visions. But then his ex-partner Kidman suddenly appears out of the blue. Sebastian learns that the only way to escape the bad dream is to plunge back into a new Mobius nightmare.

LILY CASTELLANOS

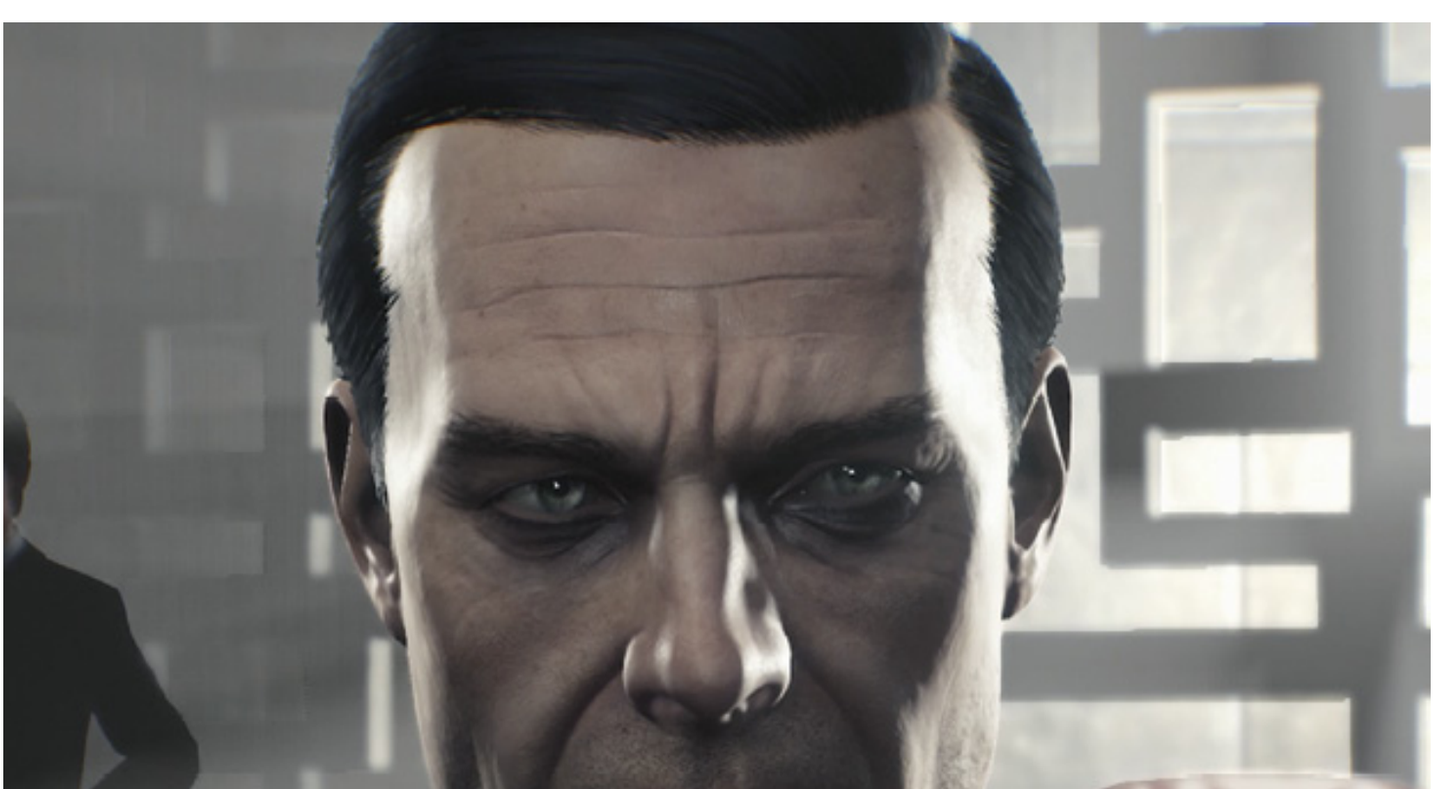
Sebastian thought his beloved daughter perished in a house fire years ago. But it turns out that Mobius considered Lily's pristine consciousness to be the perfect Core for a new STEM world. Sebastian failed to save Lily once. Can he find her and redeem himself?

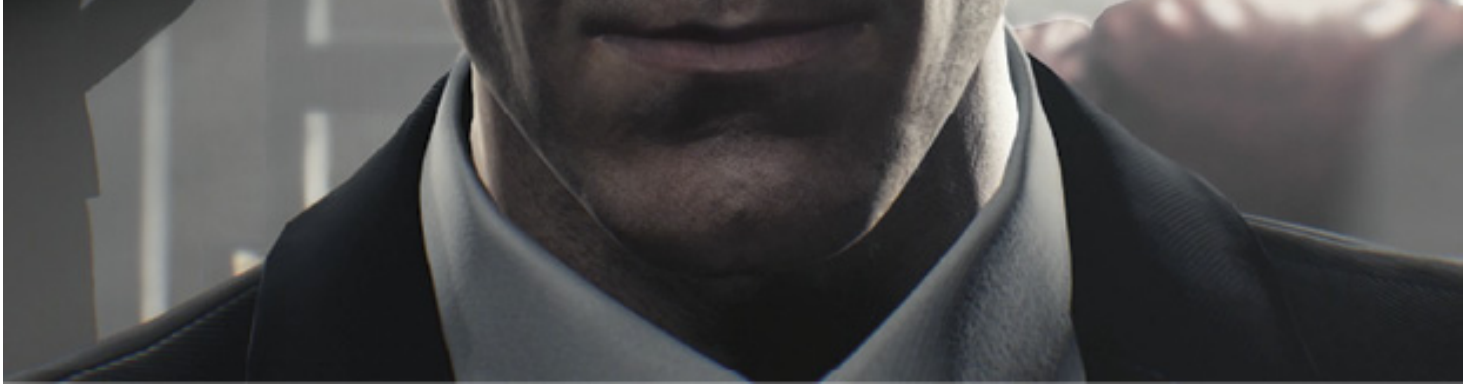
MYRA CASTELLANOS

Sebastian's wife had other ideas about the mysterious accident that tore Lily from their lives. But Sebastian was too grief-stricken to listen to Myra's "conspiracy theories." Now, after his reunion with Kidman, Sebastian learns that Myra was right all along…

JULI KIDMAN

Sebastian's former protégé at the KCPD turned out to be a double agent for Mobius. Now she wants to pull him back into another unstable, terrifying STEM world—this time to save his daughter. Does Kidman really have his back? Or is this another betrayal?





THE ADMINISTRATOR

He's the dark, singular force behind Mobius now, and this new STEM is his brainchild. But what is its true purpose? What's his plan?

STEFANO VALENTINI

A flamboyant artist who can exert an influence over the world within STEM. Using his camera to freeze his murder victims in their moment of death, Stefano's bizarre motivations push him to create a world where he can create his masterpiece.

THEODORE WALLACE

Known as “Father Theodore” to his adoring flock, Wallace is a man with persuasive skills and an unfortunate god complex. Is he an inspired guru, or just another twisted cult creep?

THE MOBIUS STEM TEAM

Liam O'Neal

O'Neal is your main contact inside Union early in the game. He's a tech freak, good at logistics and fabricating equipment. Stay in touch for guidance on navigating Union's weird sub-structure known as The Marrow.

Julian Sykes

Sykes is the team coding nerd. Nobody knows STEM software better. If you help Sykes out of a jam when you first meet, he'll have a couple of side missions for you. If you don't, he'll be dead.

Yukiko Hoffman

Hoffman is the team shrink. She keeps an eye on everything via a surveillance network linked into her Safe House. Get her help profiling the psychos trying to snatch Lily.

Esmeralda Torres

Torres is not a member of the initial search team you were trying to find, but she's survived inside of Union until now and is a straight-up badass. She isn't surprised to find Sebastian, and knows more about what happened within STEM than anyone thus far.

Basics

Basic Maneuvers

MOVING

Movement in The Evil Within 2 is very straightforward and easy to master with just a few minutes of practice:

- Your walking, sprinting and camera controls are standard. With consoles, the left stick controls the movement, and the right stick swivels the camera.

- To climb up or down anything climbable—staircase, ladder, crate, low barrier, etc—just approach it and use the controls that appear onscreen.

- To move with stealth, push your Sneak button in order to crouch-walk. Crouched movement conceals the noise of footsteps that enemies can hear. Enemies are particularly drawn to sound.

When in doubt about movement controls, just open the Pause Menu, select Options, open the Controls tab, and then select Button Assignment to see your current controller button layout.

Are You Type A or B?

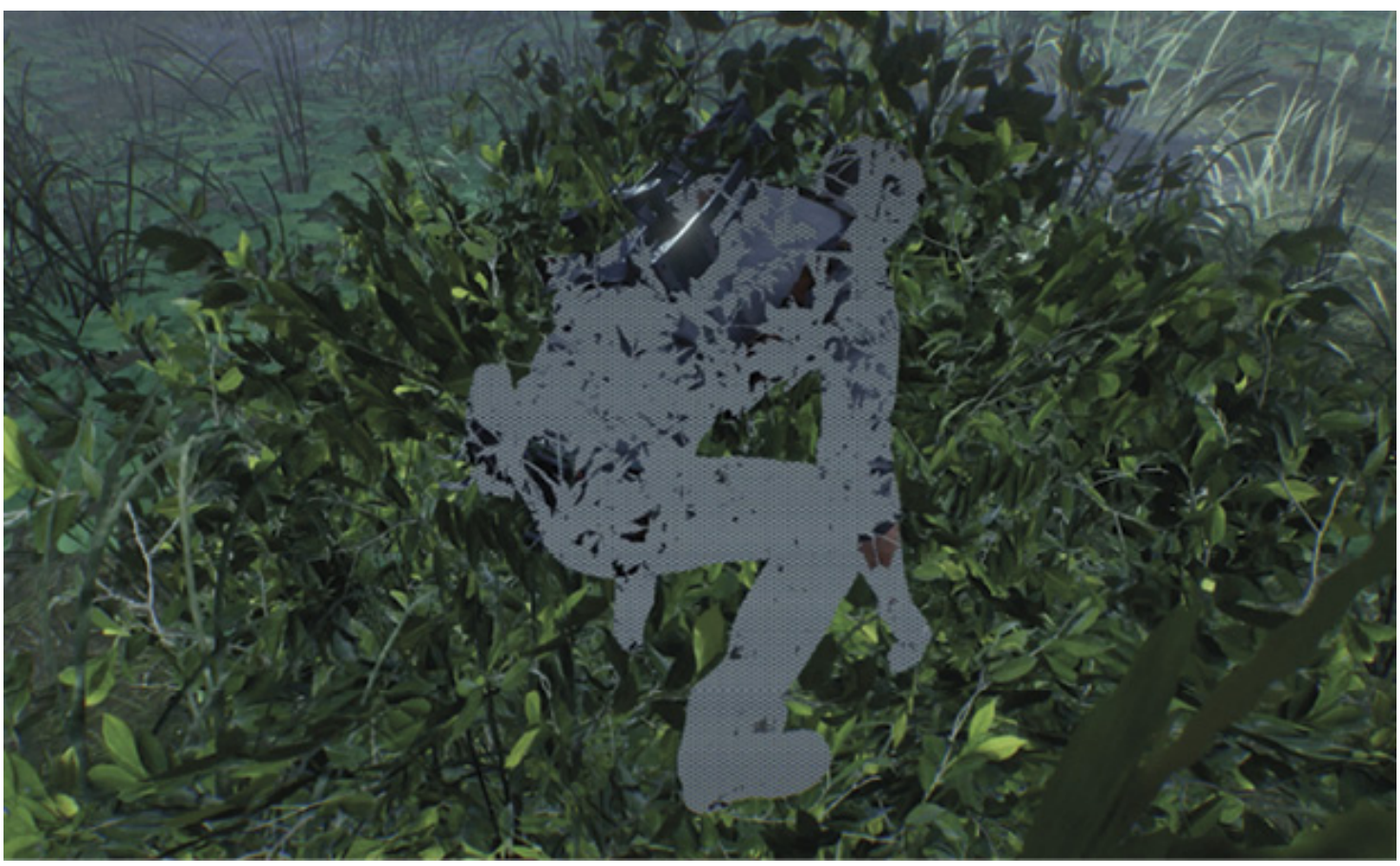
No, we're not talking about your blood type. The game has two built in control schemes, Type A and Type B. We started playing with Type A then switched to Type B later, and ended up preferring the latter. But you should experiment with both configurations to see which one seems more natural for you. Note that PC users have a third option for mouse/keyboard users, in case that is your preference.

HIDING

Hiding is not cowardly. As they say, discretion is the better part of valor, and concealment is always advised when approaching a dangerous situation for assessment. It can make your traversal of Union much, much easier.

Foliage

Union's lovely Residential District features plenty of vegetation. Sebastian can move through foliage easily, and when his body is grayed out onscreen, it means he is fully concealed. Sometimes the growth blocks your view, but often you can tilt the camera view up or sideways to get a glimpse of what's around you.



Cover

The game's cover mechanics are simple. When you approach something that can function as cover, a small indicator arrow appears on it. Move toward it and hold/press the Cover button; Sebastian ducks behind the cover object and hugs it tight.

Depending on your controller scheme, the Cover button can be set for hold or toggle. If set for hold, just release the Cover button to return to regular movement status; if set for toggle, tap the Cover button a second time to exit cover mode.

When in cover, you can hold your Aim control to target enemies, then just release to automatically duck back into the cover. Note that simply crouching behind stuff provides "cover" in that you can't be seen, but you can't use the neat Aim-and-return-to-cover move that Cover mode allows.

FIGHTING

Monsters tend to hate people, and in Union, they *really* hate Sebastian. So, fights are inevitable. But aside from a few foes that you absolutely must fight in order to proceed, generally you can fight as much or as little as you want. It's entirely possible to move stealthily through Union, sneaking past most enemies or eliminating them silently with Sneak Kills.

MELEE ATTACKS

Survival Knife

Very early in the game, you acquire the Survival Knife. In face to face combat, this weapon inflicts very low damage on enemies, so use it only as a last resort when you're out of ammo, or if you're pinned against a wall and can't aim your gun. Knife strikes can also break chain locks, breakable crates, and Locker Key statues.

Hand Axe

Considerably more lethal is the Hand Axe. An axe strike on a low or mid-level foe is almost always a one-hit kill. The hit breaks the axe, unfortunately, so you can use it only once. You can find a few Hand Axes stuck in trees, boxes or even corpses. But most axes in Union are carried by the town's Lost citizens; to acquire them you'll have to dispatch their owners.

One Axe, Multiple Kills

Although you can use a Hand Axe only once, you can get multiple kills if you swing at two or even three foes who are side by side.

SNEAK KILLS

Your Survival Knife gets conspicuously more lethal if you can unleash it on unsuspecting enemies from behind. Crouch to muffle your footsteps then creep up behind the victim and tap your Sneak Kill button when you see its icon pop up onscreen.

Most low to mid-level enemies go down with a single strike. However, some monsters like the Hysteric and Lament will survive a Sneak Kill, so be ready to sprint away after your first stealth attack on one of these tougher foes. (Note that a second Sneak Kill will usually finish the job, if you have the patience to set it up.)

Sparing Your Ammo

Every successful Sneak Kill means you saved precious bullets.

You can upgrade your Stealth skills to acquire the Ambush ability, which lets you perform a Sneak Kill on an enemy positioned around the corner from you, as long as you're in Cover mode at the corner. Note that the enemy must be centered in your screen for the Sneak Kill icon to appear.

FIREARMS

Yes, you have guns too—good, basic guns. Over time you can acquire an Semi-Automatic Handgun for medium range work; a Sawed-Off Shotgun for big punch in tight spaces; a Sniper Rifle for long distance sharpshooting; and later in the game, an awesome Assault Rifle. If you look in the right places, you can also find Laser-Sighted and Silenced Handguns; and Full-Barreled and Double-Barreled Shotguns. Last but not least, you can pick up the ultimate "firearm": the blistering Flamethrower.

For more details on the awesome crossbow, check out the Weapons & Equipment section of our Inventory chapter.

WARDEN CROSSBOW

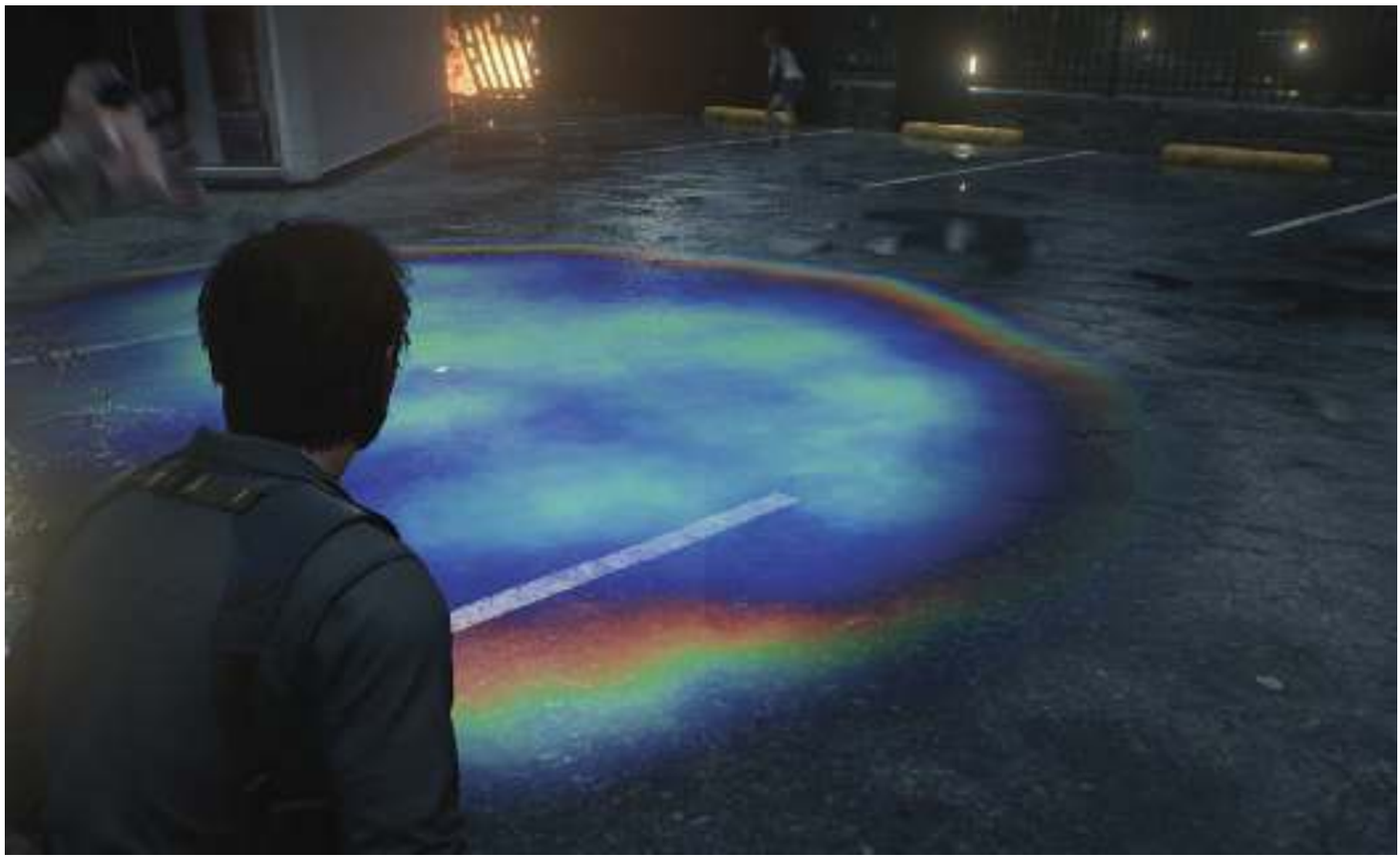
This extra-special weapon is found early in the game, just after you first arrive in Union at the beginning of Chapter 3. The crossbow can fire a variety of bolts that shock, freeze, harpoon, smoke out or just blow up your targets. Even more fun, you can use the crossbow to set tripwire traps, attaching the bolt to one surface with its wire stretched to another surface; the bolt detonates when the wire is tripped.

For more details on the awesome crossbow, check out the Crossbow & Bolts section of our Inventory chapter.

USING SPILLS

FUEL SPILLS

Some overturned vehicles in Union are leaking fuel onto the ground. These fuel spills are highly flammable. Lure foes into the spill; its distinctive rainbow luminescence makes it easy to spot. Then fire your handgun into the fuel to ignite it. Note that you can create fuel spills yourself by kicking over red oil drums.



WATER SPILLS

Red fire hydrants can be electrifying fun. Open or shoot a hydrant so that water gushes out, spreading into a large puddle. Load a Shock Bolt into your crossbow, go find a pack of enemies, and then lure them back to the hydrant. When they're standing in the spill, fire the Shock Bolt into the water. Electrocution immobilizes the creatures, and most of them collapse for a few seconds. When the electrocuted foes are writhing on the ground, kill them with quick Stomp attacks—again, you save ammo.

USING BOTTLES

Many discarded bottles are scattered throughout Union and its connecting passages of The Marrow. These innocuous-seeming pickups actually prove to be very valuable—and in not just one, but *two* ways.

AS DISTRACTION

First, bottles can be tossed to distract enemies. The breaking glass attracts the attention of nearby foes, who stagger over to investigate. This tactic can lure threats away from your desired route, letting you sneak past dangerous foes. Or a bottle toss can trick a lone enemy into turning its back so you can creep in behind it for a Sneak Kill that saves ammo.

TO BREAK A GRAB ATTACK

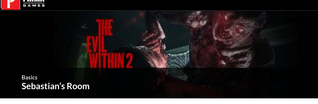
Second, after you purchase the Bottle Break upgrade (or if you started the game on Casual difficulty), you can use bottles to break free from the Grab attacks of most lower and mid-level enemies. This happens automatically; when grabbed, Sebastian slams a bottle (taken directly from your Inventory—you don't need to equip it) into the head of the attacker, breaking its grip. Note that the bottle shatters, so it is expended. You'll have to pick up another bottle to replace it.

SMASHING STUFF

A lot of good pickup items are stashed inside breakable crates. To get the item, just make a melee swing with your knife or axe at the crate. Breakable crates are always a lighter tan color of wood than unbreakable crates.

USING THE FLASHLIGHT

Sebastian's flashlight is an indispensable tool. Union's slow collapse has created a perpetual state of twilight in the town; many of the game's interiors are darkened too.



Basics

Sebastian's Room

After the game's opening sequence, you arrive in this room, a replica of Sebastian's office in the Krimson City Police Department. As Kidman explains the first time you arrive here, it's a construct "separate from the main system... a safe zone formed from your (Sebastian's) own memories." It serves as a hub where you return from any other Mirror in the game's STEM world. The room has several key features.

THE MIRROR

Again, the Mirror in Sebastian's Room is the arrival point from every other Mirror in the game. Whenever you have a new slide to view, or you've collected enough Green/Red Gel for a new round of skill upgrades, just use the nearest Mirror in your current location to return to the Mirror in Sebastian's Room. When you're finished with your business in Sebastian's Room, use the Mirror there to travel directly back to the Mirror you came from.

THE SLIDE PROJECTOR

The slide projector in Sebastian's Room provides the only way to view any photographic slides that you collect as you progress. Operate the projector and scroll to the slide you want. Be sure to select "Talk to Kidman" for each slide. If you chat with Kidman about all ten slides available in the game, it triggers an event that reveals one final slide.

THE SAVE TERMINAL

This terminal sits in the back room next to the Mirror. When you use it, Sebastian slides his Communicator into a slot. Save your game regularly!

THE WORKBENCH

The first time you return to Sebastian's Room after you reach O'Neal's Safe House in Union, a new corridor has opened up behind the Mirror area. This leads to a Workbench where you can craft ammo and health items, and upgrade your weapons. (There's also a Workbench in O'Neal's Safe House, and several more inside structures in Union's Residential District.)

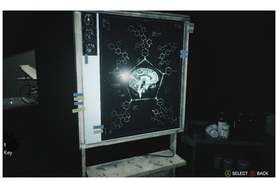
For more on what you can do at a Workbench, see the Crafting & Weapon Upgrades section later in this chapter.

VISITING NURSE TATIANA

The outer corridor of Sebastian's Room also leads to a wheelchair at its far end. Sit in the wheelchair to get zapped to a visit with Nurse Tatiana.

THE UPGRADE BOARD

Tatiana's 'office' features an upgrade board where you can spend the Green/Red Gel you've accumulated to purchase skill upgrades in the areas of Health, Athleticism, Recovery, Stealth, and Combat. For more on this, see the Upgrading Skills section later in this chapter.

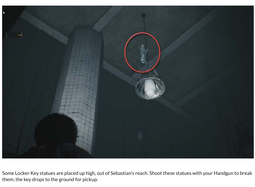


THE LOCKERS

The Nurse also tends a wall of 32 lockers. As you move through Union you can find a total of 30 identical statues (see our screenshot), each of which contains one Locker Key. Break each statue where you find it, and the key falls to the ground for pickup. The two remaining keys can be won at the Shooting Range.

Then when you sit in the wheelchair to visit Tatiana, you can swivel left and select Lockers. Then use your keys to unlock them. Some lockers hold prizes of considerable worth, so keep a sharp eye out for those Locker Key statues!

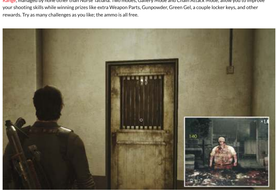
High Statues



Some Locker Key statues are placed up high, out of Sebastian's reach. Shoot these statues with your Handgun to break them; the key drops to the ground for pickup.

THE SHOOTING RANGE

Beginning in Chapter 4, you find a new door in the outer corridor when you travel back to Sebastian's Room. This is the Shooting Range, managed by none other than Nurse Tatiana. Two modes, Gallery Mode and Chain Attack Mode, allow you to improve your shooting skills while winning prizes like extra Weapon Parts, Gunpowder, Green Gel, a couple locker keys, and other rewards. Try as many challenges as you like; the ammo is all free.

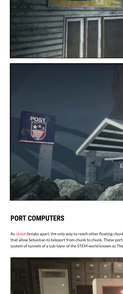


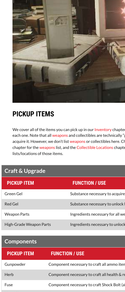
Basics

Things to Look for in Union

OTHER SAFE HOUSES

You'll find a number of Safe Houses as you progress through the STEM world of Union, including two in the Residential District, one near City Hall, one in the connecting tunnels of The Marrow, two in the Business District, and one in the Nature Preserve. Each Safe House has a Coffee Maker for full health recovery, a Save Terminal for saving your game, and a Mirror for travel back to Sebastian's Room.





PORT COMPUTERS

As Union breaks apart, the only way to reach other floating chunks of the town is via special Mobius computers placed in "ports" that allow Sebastian to teleport from chunk to chunk. These ports must be accessed by traveling through a dangerous, maze-like system of tunnels of a sub-layer of the STEM world known as The Marrow.

PICKUP ITEMS

We cover all of the items you can pick up in our Inventory chapter, but here's a quick list including a note on why you should grab each one. Note that all weapons and collectibles are technically "pickup items" too—you find and pick up each one in the game to acquire it. However, we don't list weapons or collectibles here. Check the Weapons & Equipment section of our Inventory chapter for the Weapons list, and the Collectible Locations chapter and the Mysterious Objects appendix for the complete lists/locations of those items.

Craft &Upgrade

PICKUP ITEM	FUNCTION / USE
Green Gel	Substance necessary to acquire all skill upgrades
Red Gel	Substance necessary to unlock higher level skill upgrades
Weapon Parts	Ingredients necessary for all weapon upgrades at a Workbench
High-Grade Weapon Parts	Ingredients necessary to unlock higher level weapon upgrades at a Workbench

Components

PICKUP ITEM	FUNCTION / USE
Gunpowder	Component necessary to craft all ammo items and crossbow bolts (except the Harpoon Bolt)
Herb	Component necessary to craft all health & recovery items
Fuse	Component necessary to craft Shock Bolt (along with Gunpowder)
Metal Pipe	Component necessary to craft Harpoon Bolt
Smoke Powder	Component necessary to craft Smoke Bolt (along with Gunpowder)
Nails	Component necessary to craft Explosive Bolt (along with Gunpowder)
Condensor	Component necessary to craft Freeze Bolt(along with Gunpowder)

Health

PICKUP ITEM	FUNCTION / USE
Medical Syringe	Restores small amount of health
Medical Kit	Restores a moderate amount of health
Medical Pouch	Carry additional Medical Syringes

Ammo

PICKUP ITEM	FUNCTION / USE
Shock, Harpoon, Smoke, Explosive and Freeze Bolts	Fired from Warden Crossbow
Handgun Bullets	Ammo for Semi-Automatic Handgun, Laser-Sighted Handgun, Silenced Handgun, Revolver
Shotgun Shells	Ammo for Sawed-Off Shotgun, Full-Barrelled Shotgun, Double-Barrelled Shotgun
Sniper Rifle Cartridges	Ammo for Sniper Rifle
Assault Rifle Cartridges	Ammo for Assault Rifle (Not a Pickup Item, can only be crafted at Workbench)
Magnum Rounds	Ammo for Magnum pistol (Not a Pickup Item, can only be crafted at Workbench)
Flamethrower Fuel	Ammo for Flamethrower (Not a Pickup Item, can only be crafted at Workbench)
Handgun Ammo Pouch	Carry additional Handgun Bullets
Shotgun Ammo Pouch	Carry additional Shotgun Shells
Sniper Rifle Ammo Pouch	Carry additional Sniper Rifle Cartridges
Assault Rifle Ammo Pouch	Carry additional Assault Rifle Cartridges
Warden Crossbow Ammo Pouch	Carry additional crossbow bolts (all types)

Special Weapons

PICKUP ITEM	FUNCTION / USE
Hand Axe	One-hit kill on most enemies (single use only)
Broken Sniper Rifle	Combine with Sniper Rifle Parts to create working rifle
Sniper Rifle Parts	Combine with Broken Sniper Rifle to create working rifle
Broken Flamethrower	Combine with Flamethrower Fuel Tanks to create working weapon
Flamethrower Fuel Tank	Combine with Broken Flamethrower to create working weapon

Key Items

PICKUP ITEM	FUNCTION / USE
Sealed Hospital Ward Keycard	Escape hospital ward
Union Security Card	Code to open security door
Lily Doll	Trigger Sebastian's vision
Myra Doll	Trigger Sebastian's vision
Gas Mask	Survive gas filled tunnels in The Marrow
Harrison's Communicator	Activate the Stable Field Emitter in City Hall
Roses	Place in vase in City Hall for photograph
Emerald Necklace	Place on mannequin in City Hall for photograph
Unity Cerebral Chip	Get past security gate in Restricted Labs
Storage Room Key	Opens the storage room near the Post Plus office.
Crank Handle	Used in catacombs to open something.

Other Items

PICKUP ITEM	FUNCTION / USE
Bottle	Toss to distract enemies, or (when Bottle Break skill is acquired) use to break out of enemy grab attacks

RESONANCE POINTS

Your Communicator is a sensitive device that can pick up signals of past events in the STEM world. These events are called Resonance Points. When the Communicator detects one of these resonances, a waveform appears at the upper left of your screen. Equip the Communicator and move it up the waveform is centered and then lock onto it. When locked on to a Resonance Point, the Communicator's screen shows the distance in meters to the phenomenon.

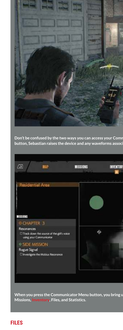
When your Communicator is locked onto a Resonance Point, the distance to that locked-on point appears on the Communicator's display screen. You don't have to equip the Communicator to see that distance display, however. When the device is not equipped, it is hooked on Sebastian's belt. You can see the distance display on his right hip.

FALLEN MOBIUS OPERATIVES

In many cases, the resonating event of a Resonance Point is the demise of a Mobius agent out in the field. If you lock onto the signal, a "Fallen Mobius Operative" icon appears on your Communicator map. Set a waypoint atop the icon and follow it to find a spot to find a resource pickup or the fallen soldier: ammo or health items, usually, but in one case you recover the broken pieces of a very potent weapon: the Sniper Rifle.

RESIDUAL MEMORIES

In other cases, the signal leads to a very powerful type of resonance called a Residual Memory. This is a past incident so emotionally charged that it continues to exist in a ghostlike state in the STEM world. Shadowy apparitions flicker at each Residual Memory's location. Approach these dark figures with your Communicator equipped and "tune in" the memory: the apparitions sharpen and turn white, and you hear their full interaction.

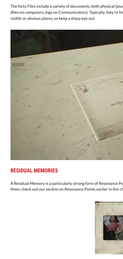


COLLECTIBLES

When you open your Communicator menu, you see a sub-menu entitled "Files." The Files sub-menu includes all three types of in-game collectible items: Files (40 total), Residual Memories (24 total), and Slides (11 total). It also catalogs all of the Tutorials you unlock as you move through the game.

For a full chapter-by-chapter list of these collectibles and their locations, check out our Collectible Locations chapter.

OPENING VS. EQUIPPING YOUR COMMUNICATOR



Don't be confused by the two ways you can access your Communicator. When you press the Toggle Communicator button, Sebastian raises the device and any waveforms associated with a nearby Resonance Point appear.

When you press the Communicator Menu button, you bring up a separate menu screen that includes tabs for Map, Missions, Inventory, Files, and Statistics.

FILES

The forty Files include a variety of documents, both physical (journals, photographs, reports in envelopes, letters) and digital (files on computers, logs on Communicators). Typically, they're found sitting on desks or tables, but some are stashed in less visible or obvious places, so keep a sharp eye out.

RESIDUAL MEMORIES

A Residual Memory is a particularly strong form of Resonance Point. For a full explanation of Residual Memories and how to find them, check out our section on Resonance Points earlier in this chapter.

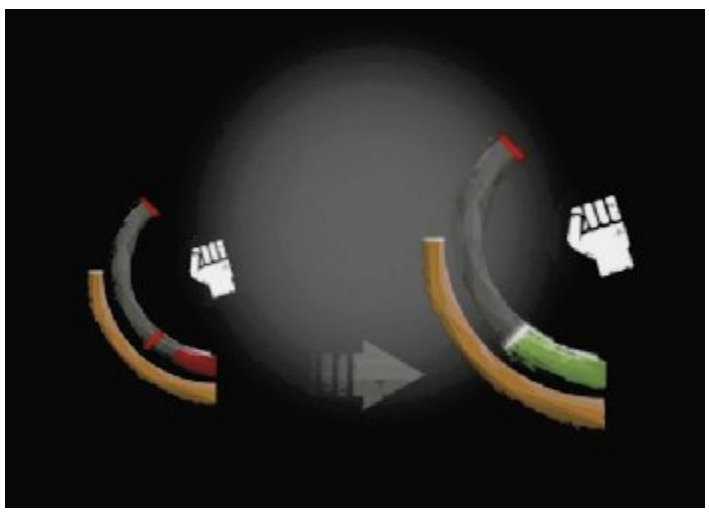
SLIDES

A slide is an old-fashioned photographic transparency framed in a cardboard mount. You can find eleven slides around Union. Some are available for pickup when you first enter an area, but others appear only after you complete special tasks. View each slide by loading it into the slide projector sitting on a desk in Sebastian's Room. Once the photo is projected on the whiteboard across the room, be sure to select "Talk to Kidman" to trigger a conversation inspired by the image. You must collect the first ten slides and talk to Kidman about all of them in order to unlock an event that produces the eleventh slide.

Basics

Regenerating Health

As the old saying goes, if you don't have your health, you've got nothing, right? Fortunately, *The Evil Within 2* gives you some different ways to regain your health after slavering monsters rip it away from you.



AUTOMATIC RECOVERY

When your health drops below a certain critically low point, your onscreen Life Gauge turns red. When this happens, try to find a safe place to stand still for a few seconds—when you're not moving, Sebastian's health automatically replenishes up to a minimum good-health mark on the meter.

MEDICAL SYRINGE / MEDICAL KIT

Use these two health-restoring items efficiently. You want a solid buffer of health at all times, if possible. Don't ever let your health meter drop near the minimum mark if you've got a Medical Syringe or Kit in your inventory. Use them! On the other hand, don't consume a syringe or kit if your health meter is nearly full; this wastes a lot of good health. Wait until your meter is low enough that you get the full benefit of the item you're using.

Sometimes your stock of Medical Syringes is full when you find a new one to pick up. Here you might want to use a Syringe from your stock even if your health meter is high enough that you can't get the full benefit. Otherwise, you can't pick up the new Syringe. But of course, another option is to mark its location (with an in-game waypoint or just in your memory) and push forward, returning if you suffer damage later and it's not too difficult or dangerous to return.

COFFEE MAKERS

Every Safe House has a Coffee Maker. Using it replenishes your health in full. If you're not far from a Safe House and your health meter is low, consider saving your Medical Syringes and Medical Kits by ducking inside and pouring yourself a healing cup of joe. But remember that each time you use a Coffee Maker, it takes 20 minutes for the device to brew more coffee for consumption.

Basics

Saving Your Progress

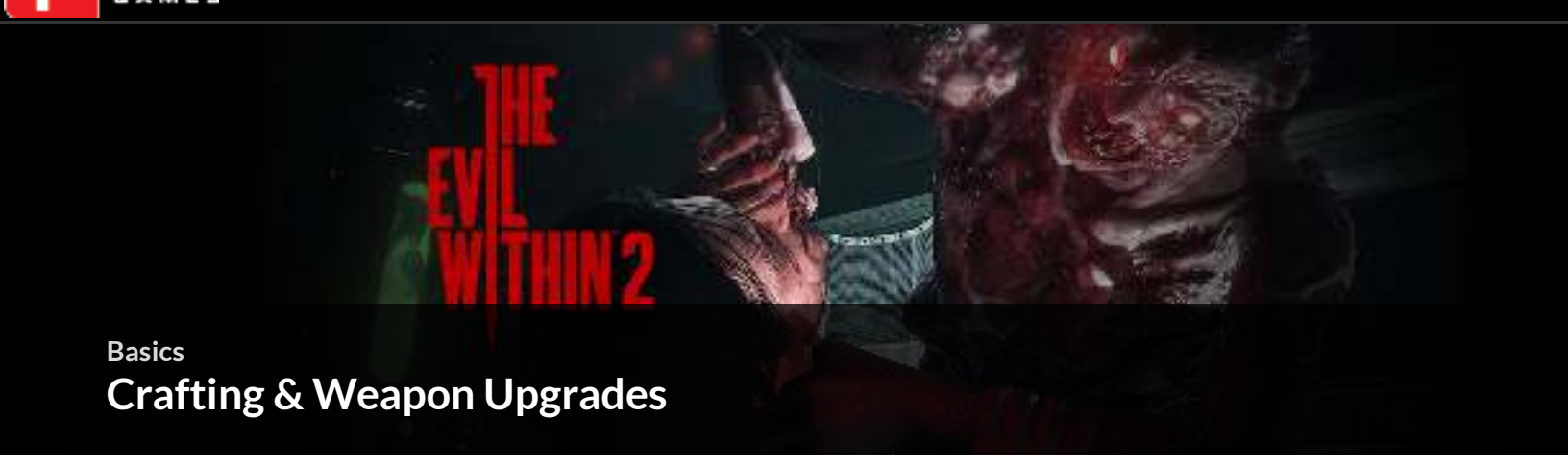
Every Safe House has a Save Terminal. We highly recommend that you use these terminals regularly to save your game, especially after you win a tough fight, spend time upgrading weapons and skills, or advance a level or more in the Shooting Range. You don't want to lose all that work to an untimely death. The game does keep rotating a set of Autosaves, but don't rely on those to lock in hard or time-consuming progress. Again: Use those Save Terminals!

Basics

Using the Arsenal Menu

Hold or press (depending on your control scheme) the Arsenal button to open your Arsenal Menu. Here you can do or view the following:

- Select an active Weapon or piece of Equipment including medical items or a Bottle if you have any.
- Assign Weapons and/or Equipment to each of the four Shortcut slots. This lets you switch weapons or select equipment rapidly. Using the mouse/keyboard setup on PC gives the player 8 shortcut slots.
- View your stores of Green Gel, Red Gel, Weapon Parts, and High-Grade Weapon Parts on the right side of the screen.
- View your Health and Stamina bars, your currently equipped ranged weapon or equipment, and your currently equipped melee weapon (Knife or Axe) in the upper left corner of the screen.
- Select the Field Crafting option, which lets you craft ammo or health items without using a Workbench. (For more on Field Crafting, see the next section.)



Basics

Crafting & Weapon Upgrades

USING THE WORKBENCH

The Workbench gives you the invaluable ability to craft new ammo, health and recovery items, as well as upgrade your weapons.

CRAFTING

Here's where you spend all of those Component pickups you've been gathering as you move through Union. Workbench crafting lets you fashion ammo for every weapon in your Arsenal, including bolts for your Warden Crossbow. You can also create Medical Syringes and Kits from the healing Herbs you've collected. Crafting can be critical for success; it's hard to find enough ammo and health items to survive without making some of your own.

Grab That Powder!

All ammo (including Flamethrower Fuel) and all crossbow bolts except the Harpoon Bolt require Gunpowder as a Component. Thus, you should be diligent about scooping up all the Gunpowder you can find while exploring Union.

WEAPON UPGRADE

The weapons you find as you progress through Union start out a bit underpowered, and become more so as you encounter tougher enemies later. But you can remedy that at any Workbench by using all the Weapon Parts you find to boost the capability of your guns and crossbow. You can upgrade each weapon's Firepower, Ammo Capacity (how many bullets in the clip before you have to reload), Fire Rate, and Reload Time up to a certain level with just Weapon Parts. But then you need High-Grade Weapon Parts to unlock higher level enhancements.

We recommend that you focus on boosting your Handgun's Firepower up through Level 2 first, so that you can take out the ubiquitous Lost foes with just a couple of headshots. Gaining the Critical 1 upgrade helps a lot too, giving you a 30 percent chance to kill a Lost with a single headshot. Your Handgun fires fast enough that you can focus on raising its Ammo Capacity next, then Reload Time, saving Fire Rate upgrades for last.

As soon as you acquire the Sawed-Off Shotgun, start again by boosting its Firepower. But upgrading its Fire Rate can be very helpful when facing multiple enemies, so consider doing that next, before raising its Ammo Capacity.

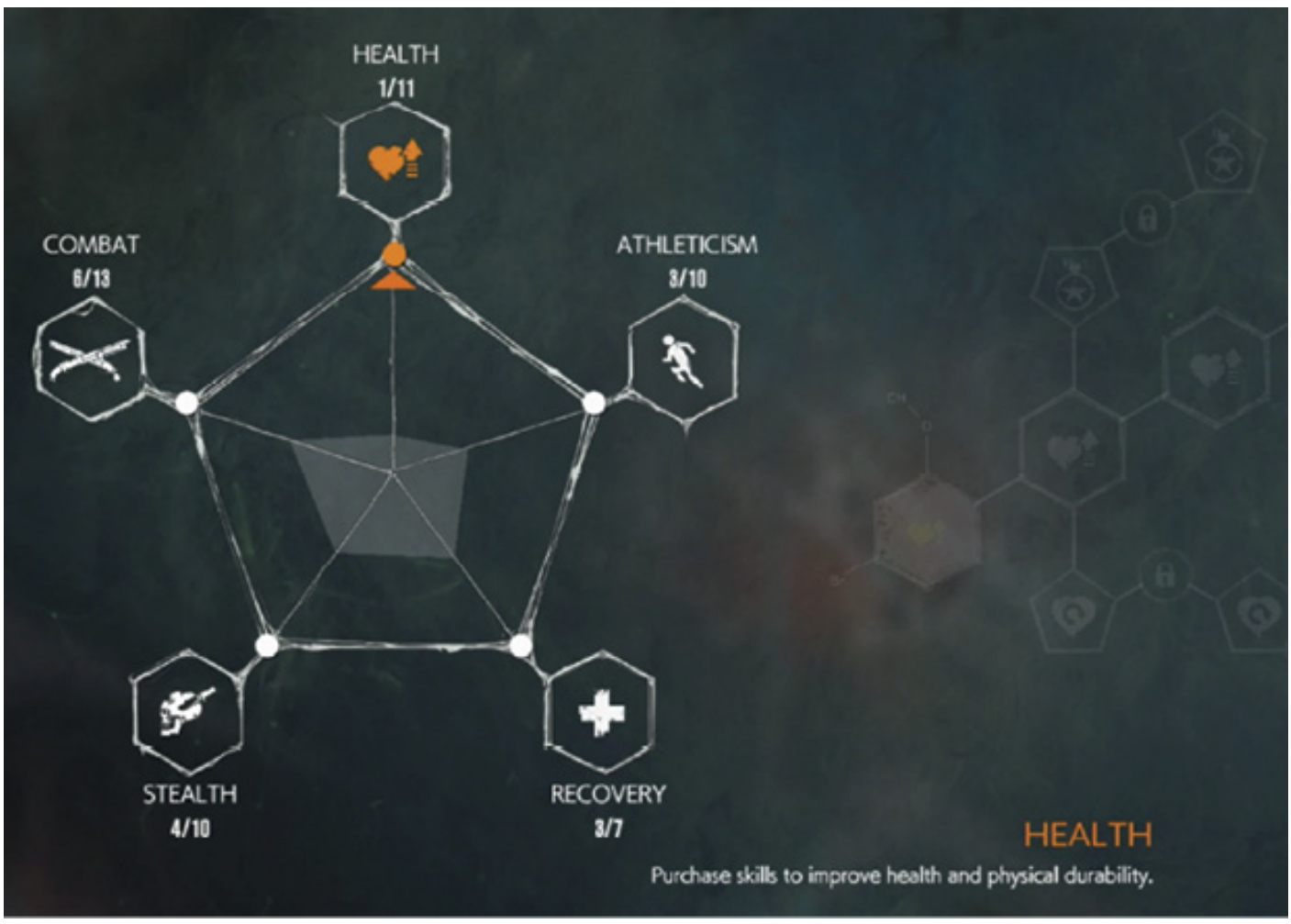
Your Sniper Rifle starts out with enough punch to kill most low to mid-level foes with a single headshot, so weapon upgrades are not quite as important for this gun. More useful are the Combat skill upgrades that steady your hands for less sway when targeting through your scope.

FIELD CRAFTING

Your Arsenal Menu includes a Field Crafting option, which gives you full access to all Crafting menus; you can replenish your ammo even in the heat of battle, without going to a Workbench. However, the Component cost of field-crafting is much more expensive than at a Workbench. Use this option only in an emergency where you can't make it to a Workbench but desperately need more ammo or health items.

Basics

Upgrading Skills



Last, but certainly not least, we wrap up our Basics chapter with a quick look at the skills upgrade process. The only way to upgrade your skills is to sit in the wheelchair in the corridor outside Sebastian's Room. Doing this transports Sebastian to Nurse Tatiana's place. There, swivel to face the whiteboard and select Upgrade.

You can purchase skill upgrades in five areas:

- **HEALTH:** Improve physical durability and increase your health meter
- **ATHLETICISM:** Improve stamina and evasion
- **RECOVERY:** Improve how fast you recover health, and how much
- **STEALTH:** Improve concealment and sneakiness
- **COMBAT:** Improve firearm use and melee attacks

Upgrade the skills that match how you like to play. If you enjoy wading into combat and fighting monsters face to face, boost your Combat and Recovery skills. If you like to evade monsters or Sneak Kill them, focus on improving your Athleticism and Stealth skills. And regardless of your play style, you can always use Health upgrades.

Basics

Combat Tips

We provide numerous fighting tips in our Story Walkthrough and Enemies sections, specific to each enemy and boss type. Here we compile some of them, and add some more general combat tips as well—things to keep in mind regardless of enemy or situation.

TARGET THE HEAD

This is the first rule of combat in The Evil Within 2. Nearly every foe in Union suffers extra damage when you nail them with headshots. Even the bosses, which have other target areas that are weaker, still suffer enhanced damage when you shoot them in the head. Headshots can take out lower level enemies like the Lost with just two Handgun hits or a single Shotgun blast. Note that The Keeper and The Matriarch do not receive extra damage from headshots.

USE SHOTGUNS IN TIGHT SPACES

This is a fundamental combat tactic that many gamers may recognize, but it still bears repeating. All of the shotguns available in the game have great short-range punch, inflicting much more damage in close than other weapons. Shotguns also have a spread effect, with pellets spreading outward as they travel away from the gun barrel. This can let you hit more than one enemy per blast, if foes are bunched together.

SNIPE DANGEROUS FOES FROM AFAR

Once you find and repair the Sniper Rifle, you acquire a highly effective tool for engaging powerful foes such as the Hysteric, Lament and Harbinger without suffering lethal damage in return. The rifle's powerful scope has two levels of magnification, letting you zero in for precise headshots. On lower difficulties, the Lament and Hysteric can be dropped with a single sniper shot, though on Nightmare and Classic upgrades are required to get this result. The masked Harbinger requires a few more shots to kill.

KEEP AN AXE IN HAND

Hand Axes are powerful melee weapons that inflict one-hit kills on most enemies. This makes them great for countering the ambush situations you face regularly in Union. When a monster unexpectedly bursts through a door or slithers out from under a vehicle, you don't always have time to aim and shoot before you get grabbed. But with a Hand Axe in your arsenal, a quick punch of the melee attack button decapitates your tormentor before it can inflict damage.

TARGET AXE-WIELDERS FIRST

Here's a corollary of the previous tip. Yes, a Hand Axe gives you one-hit kill ability, but the weapon also breaks after a single use. Although you can find a few loose Hand Axes wedged in trees or woodpiles or dead bodies, most available axes are in the hands of hostile Lost citizens. When you spot a Lost with an axe, make it your priority target; it drops its axe for pickup when killed. If you get swarmed by a Lost pack, target any axe-wielders first so you can scoop up their Hand Axe and swing it through other attackers as they converge on you.

TRY FOR MULTIPLE KILLS WITH ONE AXE SWING

One last Hand Axe tip: if you swing an axe at two or even three foes lined up side by side, your single strike can behead all of them!

LOOK FOR THE RED SPOTS ON BOSSES

When facing the big bosses—Watcher, Effigy, Matriarch—be aware that their weak spots glow red. Target those red spots to bring down these great monsters.

UPGRADE TO THE BOTTLE BREAK SKILL

One of the most useful skills you can purchase in any upgrade tree is the awesome Bottle Break in the Stealth skill tree. Buy it as soon as possible. When you have Bottle Break, Sebastian automatically uses bottles from inventory to break free from most enemy grab attacks. When the foe makes its grab, Sebastian slams a bottle into its face, breaking its grip. Note that the Bottle Break skill is automatically given to the player on Casual difficulty, so there is no need to purchase it.

Note that Bottle Break only works if you have at least one bottle in inventory, so keep your bottle supply topped off. Fortunately, plenty of bottle pickups are scattered around almost every area in the game.

TRY FOR SNEAK KILLS WHENEVER POSSIBLE

Ammo is precious, especially when playing in the harder difficulty levels. To conserve ammo, employ the Sneak Kill maneuver on any foe that you can manage to sneak up behind. This stealth attack lets you inflict one-hit kills with your Survival Knife on Lost, Albedos, Disciples (though not when they're flaming), and Gluttons (though not when they're swollen).

You can execute the move on Laments, Hysterics and Harbingers too, but one Sneak Kill is not enough to kill them—two usually does the trick. However, the first Sneak Kill on these tougher enemies inflicts heavy damage, so it's worth the effort. Just remember that you have to hustle away after the first attack.

IF YOU LIKE SNEAK KILLS, BE A PROWLER... AND LATER, A PREDATOR

Creeping up behind enemies for Sneak Kills can be frustrating. Your targets can hear you if you approach while walking upright, but your initial Sneak (crouch-walk) speed is quite slow—foes will sometimes turn around and spot you before you can reach them. One solution is to spend some Green Gel on the Prowler 1 and 2 skills in the Stealth upgrade tree. These skills increase your crouching speed so you can move silently to targets from behind before they turn and spot you.

Later on, after you acquire some Red Gel to unlock further progress on the same upgrade path, the Predator skill lets you close swiftly yet silently on foes from behind for Sneak Kills. It's expensive, but if you prefer stealth play, Predator is a must-have special ability.

DEVELOP COMPLEMENTARY SKILLS

If you like straight-up combat, boost your Combat skills first, of course. But enhanced Recovery skills like Treatment and Quick Recovery are extremely valuable if you're a fighter who regularly wades into combat situations. Second Chance is one of our favorite Recovery tree upgrades; when you suffer damage that would normally be fatal, Sebastian automatically uses a Medical Syringe instead of just dying. (You need syringes in your inventory for Second Chance to work.)

If you prefer more evasive tactics, work your way up the Stealth tree then pair those improvements with Athleticism upgrades like Endurance to let you sprint longer, and Reflexes to let you automatically evade certain attacks.

Inventory

Overview

The Evil Within 2 has a lot of good stuff to find and use and shoot. Here's a comprehensive listing of all the items and equipment you can acquire for use in the game. Note that we don't list here the collectible items that the game tracks under "Files" in your Communicator menu. To find our listing of those items, check out our Collectible Locations chapter.

Inventory

Weapons

Weapons

WEAPON	NAME	AMMO	NOTES	DESCRIPTION	HOW TO ACQUIRE
	Semi-Automatic Handgun	Handgun Bullets	Standard handgun with normal damage.	A standard semi-automatic pistol. It's nothing fancy, but it's reliable and can be upgraded.	Automatically found in Chapter 2
	Laser-Sighted Handgun	Handgun Bullets	Reticle becomes a laser, aiming zooms in further than normal handgun. Close-range damage is lower than normal handgun, but long-range damage is higher.	This semi-automatic pistol has been equipped with a laser sight for improved accuracy at longer ranges.	Found in parking lot to the north of Union Auto Repair (Residential Area)
	Silenced Handgun	Handgun Bullets	Quiet but weak. By shooting a single enemy, you can lure it away from its group.	This semi-automatic pistol has been equipped with a sound suppressor, which reduces gunfire noise but also reduces damage. If used carefully, single enemies can be lured away from groups.	Complete the "Getting Back Online" side mission in the Business District. After completing, it can be found in the orange Mobius crate in Sykes's Safe House.
	Burst Handgun	Handgun Bullets	Special bonus weapon. Its damage is a bit higher than the normal handgun, but it only fires in 3-round bursts.	This automatic pistol fires 3-shot bursts and can do more damage than the standard Semi-Automatic Handgun, even though it shares the same ammunition.	Part of "The Last Chance Pack"
	Revolver	Handgun Bullets	Powerful with a rate of fire faster than the Semi-Automatic Handgun.	Sebastian's sidearm of choice. It's less accurate than the Semi-Automatic Handgun, but it does more damage. It uses the same ammunition as the Semi-Automatic Handgun.	Complete the Anima flashback events in the following locations: 1. 336 Cedar Ave. 2. Juke Diner After that, complete the final Anima flashback event in the following area: The Marrow: Restricted Labs
	Magnum	Magnum Rounds	Highest damage of any firearm. Carries 18 Magnum rounds by default.	It's seen some wear and tear, but it's still the most powerful handgun in the world and could blow your head clean off.	Complete the game on any difficulty setting.
	Sawed-Off Shotgun	Shotgun Shells	High damage at close range Wide spread.	This pump-action shotgun has a sawed-off barrel, which does more damage at a short distance.	Can be found in any of the following 3 places: 1. The Marrow: Armory 2. Tredwell Trucking 3. The Marrow: Facilities 4. On Casual difficulty, next to a car on the way to The Pit Stop.
	Full-Barreled Shotgun	Shotgun Shells	Medium damage. Damage doesn't go down much even at longer ranges. Narrow spread.	This medium-range pump-action shotgun has a long barrel, giving it a longer range to do damage.	Found in the storage shed to the south of Post Plus in the Business District Can be acquired in either Chapters 6-7 or Chapters 11-13
	Double-Barreled Shotgun	Shotgun Shells	Fires two shells in a single shot. Most suitable for a hit-and-run playstyle.	Twice the barrels, twice the buckshot, twice the damage. Light and sturdy, but needs to be reloaded more often.Shotgun clip capacity upgrades do not apply to this weapon.	Can be found in "The Marrow: Experimental Wing" after completing the side mission "The Last Step" for Julian Sykes
	Sniper Rifle	Sniper Rifle Cartridges	-	This rifle is super-accurate at long range thanks to its powerful scope. For when you don't want to get your hands dirty.	Can be obtained in any of the following 3 ways: 1. Find the Broken Sniper Rifle and Sniper Rifle Parts in the Residential Area and repair it 2. Find in Chapter 11-13 Business District on John's Coffee roof 3. Find in the Chapter 15 Ruined City area
	Assault Rifle	Assault Rifle Cartridges	-	This automatic weapon uses standard rifle ammunition. It packs a punch, but burns through ammo quickly.	Found in "The Marrow: Facilities" safe house after starting Chapter 13.
	Flamethrower	Flamethrower Fuel	Sets enemies on fire, but equipping it slows you down and it consumes fuel quickly.	This odd weapon, once wielded by Liam O'Neal, can be used to quickly fill an area with flaming liquid. It is heavy and cumbersome enough to restrict movement. Fuel will be loaded into the flamethrower immediately upon crafting.	After defeating the Harbinger boss in Chapter 11, the Broken Flamethrower can be found in "The Marrow: Restricted Labs." You must then defeat Harbinger enemies in the Business District to collect two Flamethrower Fuel Tanks to repair it.
	Survival Knife	-	Damage is relatively low. Best used in an emergency to push enemies away, or to break crates and other objects.	This large survival knife is perfect for Sneak Kills and getting into places that are chained shut. It also doesn't require ammunition.	Acquire automatically in Chapter 2
	Brass Knuckles	-	Extremely high damage. Cannot use an axe while equipped.	A familiar metallic weapon. With this equipped, you're strong enough that you don't have any need for knives or axes.	Beat the game on Nightmare or higher difficulty

Inventory

Equipment

Equipment

WEAPON	NAME	NOTES	DESCRIPTION	WHERE FOUND
	Medical Syringe	Restores a small amount of health. Can increase the amount it heals by upgrading certain skills.	You're not sure exactly what's in it, but it restores a small amount of health, so it can't be all that bad. Medical Syringes can be crafted from Herbs.	Find them scattered around the map, or in wall-mounted first aid kits in buildings
	Medical Kit	Restores a large amount of health.	Contains medication that restores a moderate amount of health. Better than a Medical Syringe!Medical Kits can be crafted from Herbs.	Find them scattered around the map
	Bottle	Throw bottles to lure enemies to the spot where they break. Stun weak enemies by hitting them in the head with a thrown bottle. If you have the Bottle Break skill, you automatically expend Bottles to break out of grab attacks.	Sorry, not enough liquid in here to give you a buzz, but you can throw it to distract enemies, so it's not totally useless.With the Bottle Break skill, bottles can also be used to break out of some enemies' grab attacks.	Find them scattered around the map
	Hand Axe	Does a large amount of damage to enemies. Get them by defeating enemies that carry axes. Breaks after a single use.	When acquired, a Hand Axe temporarily replaces the Survival Knife in combat. It can instantly kill some enemies, but will break after a single use.	Find a few scattered around Union, or dropped by enemies you defeat

Inventory

Crossbow & Bolts

Crossbows & Bolts

WEAPON	NAME	NOTES	DESCRIPTION	HOW TO ACQUIRE
	Warden Crossbow	-	A unique collapsible crossbow. Its heavy-duty bowstring means that it can shoot heavy projectiles a great distance.	Find in Residential Area
	Shock Bolt	Chains from enemy to enemy, knocking them down and stunning them. Stomp downed enemies to kill them instantly. Some enemies will withstand the shock and remain standing up. Can upgrade to increase the number of enemies the electricity chains between, knocking them down. If you shoot a Shock Bolt into a large pool of water, any enemy stepping into it will be shocked for the duration of the effect.	This crossbow bolt releases electric current which arcs from enemy to enemy, stunning them and sometimes knocking them down. It can also be fired at broken fuse boxes and pools of water for special environmental effects.Shock Bolts can be crafted by combining Fuses and Gunpowder.	Find together with Warden Crossbow
	Harpoon Bolt	Specializes in knocking enemies down and destroying their limbs. A good early weapon for silent takedowns.	This crossbow bolt impales struck opponents. Harpoon Bolts make no sound when fired, so they can be very useful in certain situations.Harpoon Bolts can be crafted from Metal Pipes.	1. Find nearby the Warden Crossbow 2. Find some scattered around the map
	Smoke Bolt	Blocks enemy line of sight. Can confuse enemies and stop them in their tracks, making it useful when you want to escape. If you upgrade your Smoke Bolts, you can gain the ability to Sneak Kill enemies caught inside the smoke.	This crossbow bolt releases a cloud of smoke centered around its impact point.Upgrading your Smoke Bolts at a Workbench can give you the ability to Sneak Kill enemies trapped inside the area of effect.Smoke Bolts can be crafted by combining Smoke Powder and Gunpowder.	1. Find at Union Power and Gas in the Residential Area 2. Find some scattered around the map
	Explosive Bolt	Getting hit by the shrapnel does a lot of damage. Bigger enemies get hit by more shrapnel, doing even more damage to them. More shrapnel comes out of one side than the other. A good way to do a lot of damage is to set the Explosive Bolt at an enemy's feet. Sebastian also takes damage from Explosive Bolts.	The warhead on this crossbow bolt will violently explode when activated, releasing damaging shrapnel into the surrounding area. You don't want to be near it when it goes off.Explosive Bolts can be crafted by combining Nails and Gunpowder.	1. Find in the basement of Union Auto Repair in the Residential Area 2. Find some scattered around the map
	Freeze Bolt	Freezes enemies within a radius.	This crossbow bolt will freeze enemies struck by it. Most enemies will shatter into pieces, though some may only be temporarily frozen or not affected at all.Freeze Bolts can be crafted by combining Condensers and Gunpowder.	1. Find in Torres's Safe House in the Union Nature Preserve 2. Find some scattered around the map

Inventory

Components

Note that the parts you find in-game for both the Sniper Rifle and the Flamethrower are initially listed as both Components (in the in-game Crafting menu) and as Key Items, which is where we'll list them in this section. Once you assemble them into working weapons, they're listed under Equipment.

Components

COMPONENT	NAME	DESCRIPTION	WHERE FOUND:
	Gunpowder	An explosive mixture of potassium nitrate, sulfur, and charcoal, used in shells and cartridges. Twelve centuries old and still just as effective.This Component can be used to craft ammunition and other useful items.	Many places in various areas.
	Herb	A naturally-occurring plant with medicinal properties.	Many places in various areas.
	Smoke Powder	This dry powder emits a plume of smoke when exposed to flames.	Many places in various areas.
	Nails	These long stainless steel nails are the kind typically used in construction. They make great shrapnel.	Many places in various areas.
	Fuse	A small, block-type fuse from an electric junction box. It cannot, unfortunately, be used to repair broken fuse boxes.	Many places in various areas.
	Metal Pipe	A chunk of steel pipe with some rust on the ends. Not worth much as a cudgel. Besides, you've got guns!	Many places in various areas.
	Condenser	This portable condenser unit is used in laboratories to cool gases and condense them into liquids.	Several places in various areas.

Inventory

Key Items

Key Items

ITEM	NAME	TEXT	HOW TO ACQUIRE
	Union Security Card	This security card shows a grid of authentication codes used to access secure Mobius locations.	Find in the basement of Union Auto Repair in the Residential Area
	Sealed Hospital Ward Keycard	This security card will open the locked door of the sealed hospital ward. It seems familiar somehow.	Find during the Anima flashback event at 336 Cedar Ave. in the Residential Area
	Roses	Though these flowers are beautiful, something seems… "off" about them. You have a feeling that you should be extra careful with the thorns.	Find at Union City Hall
	Emerald Necklace	This expensive-looking necklace features a large gemstone.	Find at Union City Hall
	Lily Doll	Myra made this doll of Lily. It is one of Lily's most treasured toys.	Find at The Pit Stop in the Residential Area
	Myra Doll	Myra made this doll of herself. It is one of Lily's most treasured toys.	Find at Tredwell Trucking in the Residential Area
	Gas Mask	Wearing this is the only way to get through the gas-filled areas of The Marrow. O'Neal was nice enough to find a brand new one for you so you're not wearing a dead man's mask.	Acquire from Liam O'Neal at the start of Chapter 4
	Broken Sniper Rifle	The body of this sniper rifle is badly damaged. With the proper parts it could be repaired, but the previous owner is no longer able to say where those might be found.	Find on the roof of the building to the west of Union Visitor Center in the Residential Area
	Sniper Rifle Parts	Spare parts for maintaining a sniper rifle. If there are Sniper Rifle Parts here, then there must be a Sniper Rifle somewhere.	Find in a garage north of Union Auto Repair in the Residential Area
	Broken Flamethrower	This flamethrower's fuel tanks are damaged beyond repair. You'll need to find some replacements before you can use it.The weapon seems to use custom-made parts, so you'll probably need to find a similar weapon to salvage the tanks from. You have a feeling that you're not going to find one just lying around, though…	Found in The Marrow: Restricted Labs after the fight with O'Neal in Chapter 11
	Flamethrower Fuel Tank	The flamethrower that this was taken from was damaged beyond repair.Two of these would be sufficient to replace the tanks of an otherwise functional flamethrower.	Acquired by defeating Harbinger enemies in the Business District during Chapters 11-13
	Unity Cerebral Chip	This electronic chip was implanted in the brain of a Mobius operative.	Find in The Marrow: Restricted Labs
	Harrison's Communicator	Miles Harrison gave this Communicator to Sebastian before he died. It can apparently be used to start up the Stable Field Emitter.	Find at Union City Hall
	Storage Room Key	Found on a corpse in an alleyway, this small key opens the storage room near the Post Plus office.	Find at back alley south of the Business District.
	Crank Handle	It's used to open something with a crank... But what it's supposed to open is up to you to discover…	Acquire in catacombs during Chapter 9.

Inventory

Upgrade Items

These important pickup items aren't listed in your Inventory, but they're tallied on the right side of your Arsenal Menu. You need Weapon Parts and High-Grade Weapon Parts to complete weapon upgrades at your Workbenches; and you need Green Gel and Red Gel to boost your skill levels when you use the upgrade chair and visit Nurse Tatiana.

Upgrade Items

ITEM	NAME	DESCRIPTION	HOW TO ACQUIRE
	Weapon Parts	Various useful components that can be used to upgrade and repair weapons at Workbenches.	Found in many places around the map
	High-Grade Weapon Parts	These components are higher-quality than standard weapon parts and are used to open locked weapon upgrade branches.	Found in a small number of locations around the map
	Green Gel	It's gross and it comes from dead enemies, but if you collect it, you can use it to obtain increased abilities.	Drops from enemies, also acquired after viewing each slide for the first time
	Red Gel	This mysterious, blood-red liquid is used to open locked skill upgrade branches.	Found in a small number of locations around the map

Inventory

Ammo Pickup Items

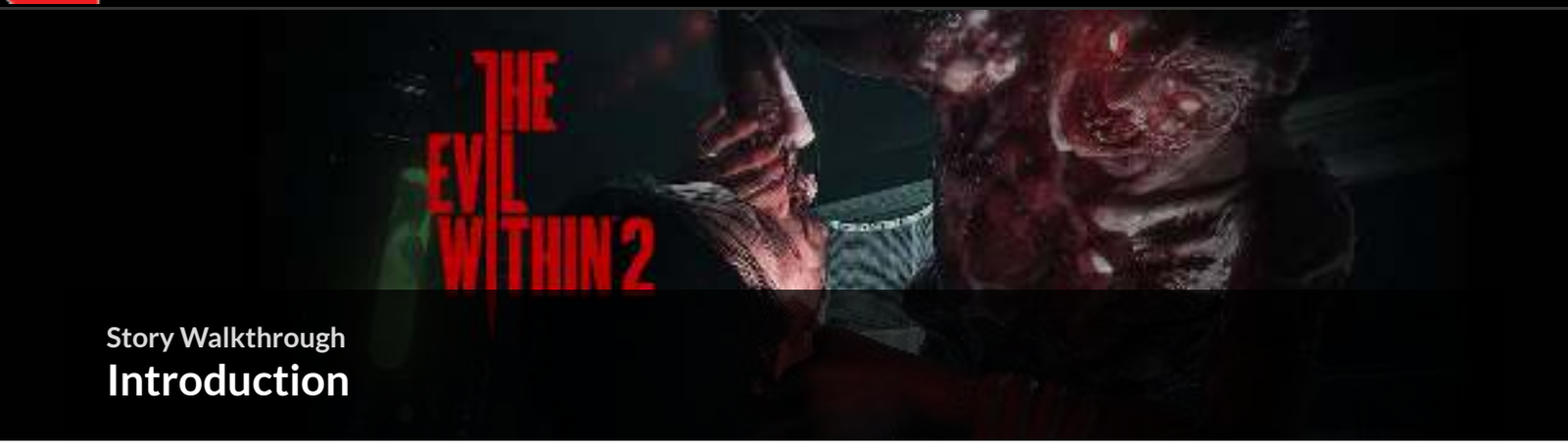
Ammo isn't listed in your Inventory, but it is tallied for each weapon in your Arsenal Menu. You can find ammo scattered around almost every area of the game. Keep an eye out for valuable Ammo Pouches too. These increase the amount of ammo you can carry for specific weapon types: Handgun, Shotgun, Sniper Rifle, Warden Crossbow, and Assault Rifle. You can also find Medical Pouches that increase the number of Medical Syringes you can carry.

Ammo

ITEM	NAME	COMPONENT NEEDED TO CRAFT
	Handgun Bullets	Gunpowder
	Shotgun Shells	Gunpowder
	Sniper Rifle Cartridges	Gunpowder
	Assault Rifle Cartridges	Gunpowder
	Magnum Rounds	Gunpowder

Ammo Pouches

ITEM	NAME	UPGRADE LEVELS(START LEVEL LISTED FIRST)
	Handgun Ammo Pouch	(20)/26/32/38/44/60
	Shotgun Ammo Pouch	(7)/10/13/16/25
	Sniper Rifle Ammo Pouch	(8)/11/14/25
	Assault Rifle Ammo Pouch	(90)/120/150/300
	Warden Crossbow Ammo Pouch	(5)/6/7/10
	Medical Pouch	(3)/4/6



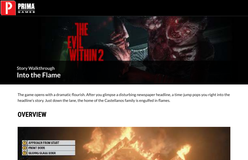
Story Walkthrough

Introduction

Here's where we take you step-by-step through *The Evil Within 2*, including the side missions. Parts of the game allow you to move through the Mobius-created town of Union in a variety of ways. In those sections, our walkthrough provides an efficient way to explore everything of interest while pursuing the main objectives of the central story line. Other parts of the game are more linear; in those sections, we focus more on tactical advice for the challenges you face.

DIFFICULTY MODES

Our walkthrough is based specifically on the Survival difficulty mode. This solution path also works for other modes, but be aware that resources at the harder settings are more limited, so you must be scrupulous about gathering and managing them.

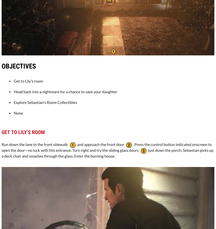


Story Walkthrough

Into the Flame

The game opens with a dramatic flourish. After you glimpse a disturbing newspaper headline, a time jump pops you right into the headline's story. Just down the lane, the home of the Castellanos family is engulfed in flames.

OVERVIEW

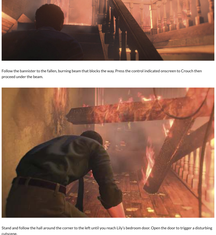


OBJECTIVES

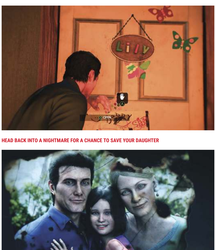
- Get to Lily's room
- Head back into a nightmare for a chance to save your daughter
- Explore Sebastian's Room Collectibles
- None

GET TO LILY'S ROOM

Run down the lane to the front sidewalk (1) and approach the front door (2). Press the control button indicated onscreen to open the door—no luck with this entrance. Turn right and try the sliding glass door's (3). Just down the porch, Sebastian picks up a deck chair and smashes through the glass. Enter the burning house.



Inside, turn right and stagger through the smoke, moving behind the sofa into the kitchen. Veer leftward and open the first door on the left to access the front entry foyer. Climb the staircase to the top.



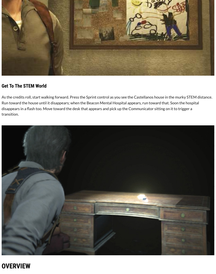
Follow the banister to the fallen, burning beam that blocks the way. Press the control indicated onscreen to Crouch then proceed under the beam.

Stand and follow the hall around the corner to the left until you reach Lily's bedroom door. Open the door to trigger a disturbing cutscene.

HEAD BACK INTO A NIGHTMARE FOR A CHANCE TO SAVE YOUR DAUGHTER

Meet Kidman

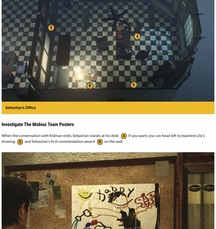
Sebastian awakens to a reunion with Kidman, her Mobius team, and a shocking new truth. Lily is also but lost in another STEM.



Watch The Mobius Scene

After Sebastian awakens again, you automatically follow Kidman down a long access corridor in the Mobius facility. Move the camera view side to side as Sebastian moves; note the map of a town named Union on the left wall. Entering a huge STEM system bay triggers another cutscene.

The Mobius Administrator appears and discusses the "unfortunate setback" of the Beacon Mental Hospital incident (seen in the previous game, *The Evil Within*).



Sebastian learns that his daughter is now a Core candidate, dwelling in another STEM environment.

Unfortunately, she's gone missing. So has a crack team of Mobius agents sent in to retrieve her. Thus, Sebastian's job is to follow them all to find the team and save Lily. Time is of the essence, though—the STEM environment is collapsing.

The construct that suddenly morphs into being around Sebastian is called "Sebastian's Room." Kidman explains that it's a safe zone, formed from Sebastian's memories; it exists separate from the main STEM system. As Sebastian points out, the room is a replica of his old office at the Krimson City Police Department. This will serve as your home base for much of the game.

Get To The STEM World

As the credits roll, start walking forward. Press the Sprint control as you see the Castellanos house in the murky STEM distance. Run toward the house until it disappears, when the Beacon Mental Hospital appears, run toward that. Soon the hospital disappears in a flash too. Move toward the desk that appears and pick up the Communicator sitting on it to trigger a transition.

OVERVIEW

Sebastian's Office

Investigate The Mobius Team Posters

When the conversation with Kidman ends, Sebastian stands at his desk (1). If you want, you can head left to examine Lily's drawing (2) and Sebastian's first commendation award (3) on the wall.

The other part of the office through the exit door (4) features several important points of interest. But before you go, investigate the missing person posters (5) on the opposite wall. Sebastian calls Kidman using his Communicator to report the finding and trigger the next chapter.

Story Walkthrough

Behind the Curtain

O'Neal wonders if the murderer was drawn to City Hall because of the Stable Field Emitter set up there, an emergency device that temporarily stabilizes an area if the STEM starts to break up. He says Mobius sent Miles Harrison, the team's hardware support specialist, with a security team to set it up.

OVERVIEW

Union: Residential District

The Marrow: Operations & Access Tunnels (Central)

OBJECTIVES

- Find the entrance to The Marrow in the northern Safe House for a route to City Hall
- Search for Exit B2 in The Marrow to reach City Hall Collectibles
- 3 Files

- 2 Residual Memorie

FIND THE ENTRANCE TO THE MARROW IN THE NORTHERN SAFE HOUSE FOR A ROUTE TO CITY HALL

Check Out The Shooting Range

Before you head out, use O'Neal's Mirror to travel back to Sebastian's Room where you find a new door just down the hall. Enter to find yourself in a Shooting Range . Try a few rounds; the ammo is all free. You can improve your shooting skills while winning prizes like extra Weapon Parts or Gunpowder. When finished, exit and go use the upgrade chair to boost your skills for the ordeal ahead. Then travel back to O'Neal's Safe House.

Save The Woman In 344 Cedar Avenue

Make sure you have a good stock of Sniper Rifle Cartridges before you head out. From O'Neal's place, start working your way north up Cedar Avenue. More creatures have repopulated the town, so move stealthily to avoid getting surprised. Near the north end of the street, you hear a woman scream and find a growling pack of Lost at the front door to 344 Cedar Avenue (1), a tiny studio-style one-room house set back from the street. Pick off a few goons with the Sniper Rifle or lure some out with bottles for Sneak Kills, to even up the odds a bit. Then wade in and take out the last ones with a Shotgun.

Approach the front door; Sebastian calls out to the woman. Open the door to see her cowering in the living room. Approach her to trigger an automatic conversation. After the scene, talk to her and ask all questions. You pick up a lot of interesting background story information from this chat. Before you exit, pick up the stash of ammo sitting on the bed behind her.

Snipe The Lament Stalking The Safe House

The North Safe House 2 is actually part of the Union Power & Gas offices. As you approach, spot the big Lament pacing back and forth in front of the building. If it spots you, its shrill cry will awaken a significant pile of sleeping Lost scattered in the street. So, keep your distance, equip your Sniper Rifle, and carefully target the monster's head.

Shock The Lock

Equip your Warden Crossbow and load a Shock Bolt, then approach the lock panel to the left of the building's garage door. Zap the panel with the bolt to open the door. Approach but don't enter or equip your Communicator yet, even though your Resonance indicator flashes.

The reason: Inside lies a fallen Mobius soldier, and he'll awaken if you get close. Nail his head with a couple of handgun shots before you enter the garage. Otherwise you'll get a surprise like the one in our screenshot when you try to use your Communicator.

Now tune in to the Residual Memory to hear what happened to the operative: he locked out Hayes, but locked doors couldn't keep out the Anima.

"Batten Down the Hatches"

Tune in this memory inside the garage of the North Safe House. To unlock the garage, you'll need to fire a Shock Bolt into the lock panel next to the garage door.

Explore The Safe House

Entering the Safe House triggers an automatic phone conversation with Kidman. Afterwards, grab the Smoke Bolt (which will come in handy during an upcoming situation in The Marrow) and other items in the room, including a Mobius report on "Recruits" that provides insight on where all these Union townsfolk originally came from. Then use the computer sitting on the desk to travel to the dark void, and use the next computer that appears to continue on to the Operations sector of The Marrow.

“Report #00122: Recruits”

This report sits on the front counter in the North Safe House (Union Power & Gas) office.

SEARCH FOR EXIT B2 IN THE MARROW TO REACH CITY HALL

Grab all the pickups in the arrival port 3 and exit via the double doors into a short hall. Hit the Fuji Dew vending machine to pick up some free Green Gel then move through the next set of doors into the Situation Room 4. Investigate the model of Union in the center of the room, and check out the big wall map too. Then read the email on the desktop monitor under the map. You learn that Mobius had ambitious expansion plans for Union, including new residential, farming and industrial zones.

“Email: Union Growth”

In the Situation Room of The Marrow, investigate the monitor on the desk under the wall map to collect this email.

Climb the stairs and exit the far doors. In the next room, find the fallen Mobius operative next to an open wall vent 5. Grab the item on the soldier, move through the vent, and follow the duct to a connecting lobby 6. Search it for items; you can use a Shock Bolt to open security door BE-C03, but it’s not necessary. (You’ve already seen the other side.) Then move through the open blast door onto a catwalk that overlooks a dark, shattered central hall.

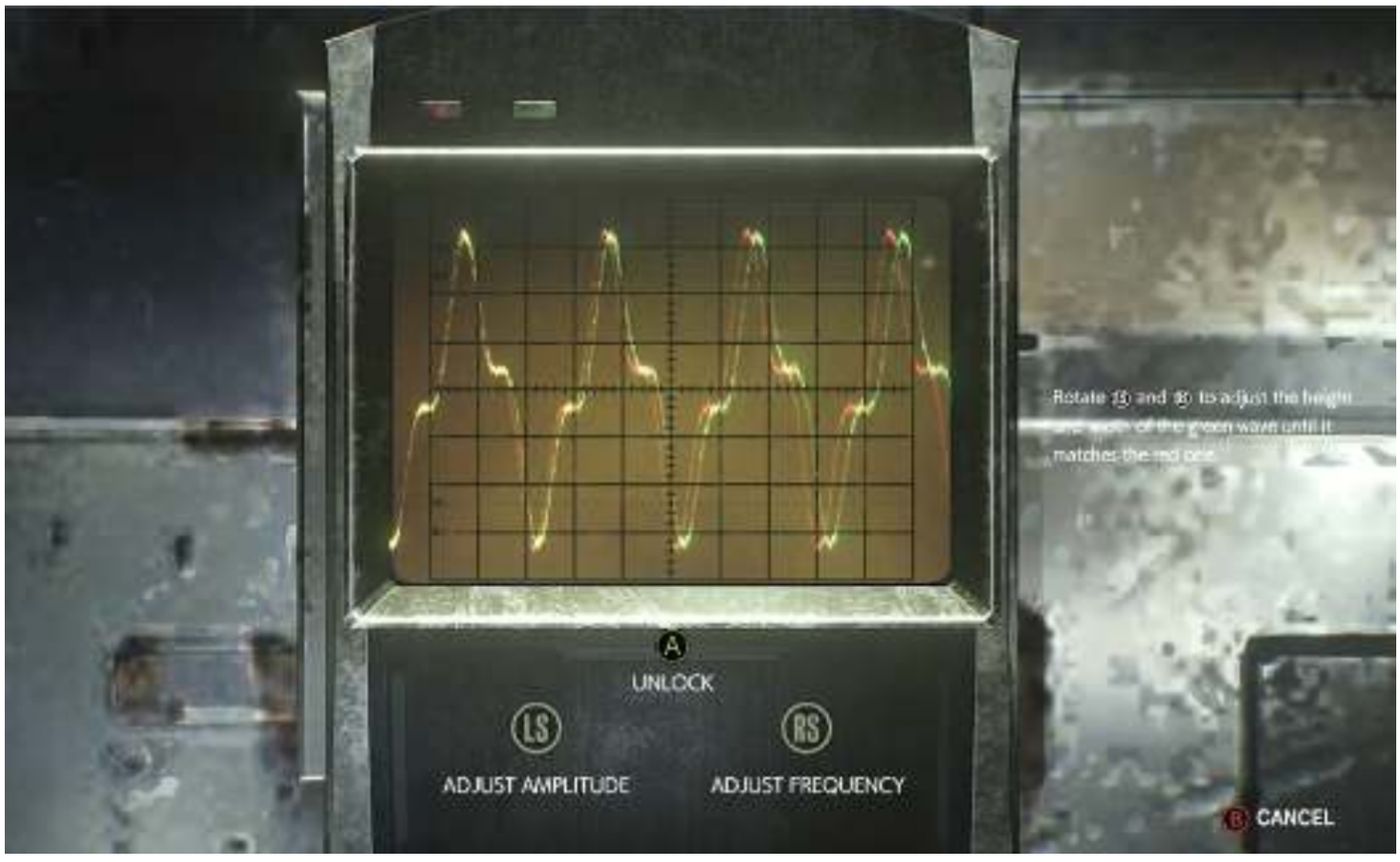
Kill the Sleeping

Several Lost are sleeping in the shattered central hall. Before you solve the blast-door unlock puzzle, nail them all with headshots while they dream their monstrous dreams. Eliminating them one at a time now saves you from fighting them all simultaneously later.

Unlock The Blast Door

If you check out the three locked doors with glass windows leading from the hall, you see several hungry Lost tearing at corpses in a frenzy of bloodlust. The Recreation Area door is at the top of the stairs (7) and the Research Wing is below it. The third door is the Security Annex (8) where a sleeping Hysteric lies just on the other side.

Up the nearby ladder, you find an unlocked door (9) that leads to a fallen Mobius operative carrying a valuable Warden Crossbow Ammo Pouch. Kill the sleeping Lost next to him then loot the supply duffel in the corner. Now return to the main floor and approach the locked blast door (10) labeled "Entry to Access Tunnels."



Investigate to learn that an emergency lockdown is in effect. Operate the lock panel. As you did in the previous oscilloscope lock puzzle, use the Amplitude control to adjust the green wave's height to match the red wave's height; then use the Frequency control to match up the width of the waves. Be ready for havoc!

Fight Off The Lost Swarm!

When you hit the Unlock button, the emergency lockdown is deactivated. Unfortunately, this unlocks all of the side annex doors, one at a time, releasing the Lost cooped up behind them. The intercom announces each annex as it unlocks. First is the Recreation Area, then the Research Wing. Try to nail these first few attackers with gunshots. But if you get overwhelmed, quickly switch to your Warden Crossbow and sling a Smoke Bolt into the floor amidst your attackers. The Lost will be blinded by smoke for a few seconds, long enough for you to switch to your Handgun and blast off a few heads. Repeat the tactic with a second

Smoke Bolt if necessary.

When the Security Annex unlocks, the brutal Hysteric emerges and comes sprinting at you. Switch to your Shotgun and stun her with a blast to the face, then follow up with more headshots until she drops. When the area is finally clear, loot behind all of the newly opened annex doors for some nice pickup items. Then return to the blast door you unlocked and proceed.

Navigate The Marrow Access Tunnels (Central)

Break through the chained gate (11) and continue into the smelly access tunnels. Follow the catwalk to the switch and throw it to drain sludge from the tunnels. Climb down the ladder and follow the channel to a short staircase leading to a side passage (12) where you find a fallen Mobius operative with some Shotgun Shells.

Return carefully to the channel; a Lost is wandering the floor. Wait for it to move past then crouch up behind for a Sneak Kill. Climb the other tall ladder to the catwalks and turn left to enter the tiled room (13) where Sebastian automatically dons his gas mask. With the mask on, your point-of-view switches to first-person. As Sebastian notes, you cannot use your firearms in the gas, so you must rely on stealth and your knife. Open the door and enter the gas-filled maintenance tunnel.

Get Past The Gas Leak

A Lost lurks just down the walkway, so crouch immediately and duck from crate to crate until you can work behind the goon for a Sneak Kill. At the end of the walkway, turn left and descend the long narrow staircase (14) then duck under the boards in the low passage. You emerge into a watery tunnel (15) with gas spewing from a pipe above.

Hear that wailing? That's a Lament, roaming up and down the tunnel to the left. The exit door is just ahead in a small alcove on the right (15), but it has an electric lock. Your task now is to follow the bundle of black/red power cables, mounted high on the wall, along a series of red-lit relays to the power source. Of course, this route leads right past the Lament!

Crouch and follow the tunnel along the cable bundle route. At the first corner, you'll spot the Lament nearby, pacing up and down the next tunnel (16). Wait until it passes by, and then creep up behind it to attempt a Sneak Kill. One attack won't kill it, so after it shrugs off Sebastian, turn and hustle back to the door alcove. Wait until the Lament settles down and starts pacing again, then repeat the effort. The second Sneak Kill attack brings it down.

Tunnel Locker Key

Find the Locker Key statue against a grate at the east end of the Lament's tunnel.

Then return west to the cable bundle and follow it into a small utility room (17) to find the fuse box. Open the box, flip switches 1, 2 and 4 (left to right) to light up exactly ten bulbs and send power to the door. Return to the now-unlocked door and exit the tunnel. Sebastian automatically removes his gas mask. Climb the ladder.

Get To City Hall

You emerge in a power control room (18). Grab pickup items and find an email on the computer in the corner. Then exit via the doorway indicated by the sign that reads “To West Access Tunnels: B2.”

“Email: Expansion and Data Goals”

After you get past the gas-filled tunnels, climb the ladder into the power control room and read this disturbing email off the computer monitor on the desk.

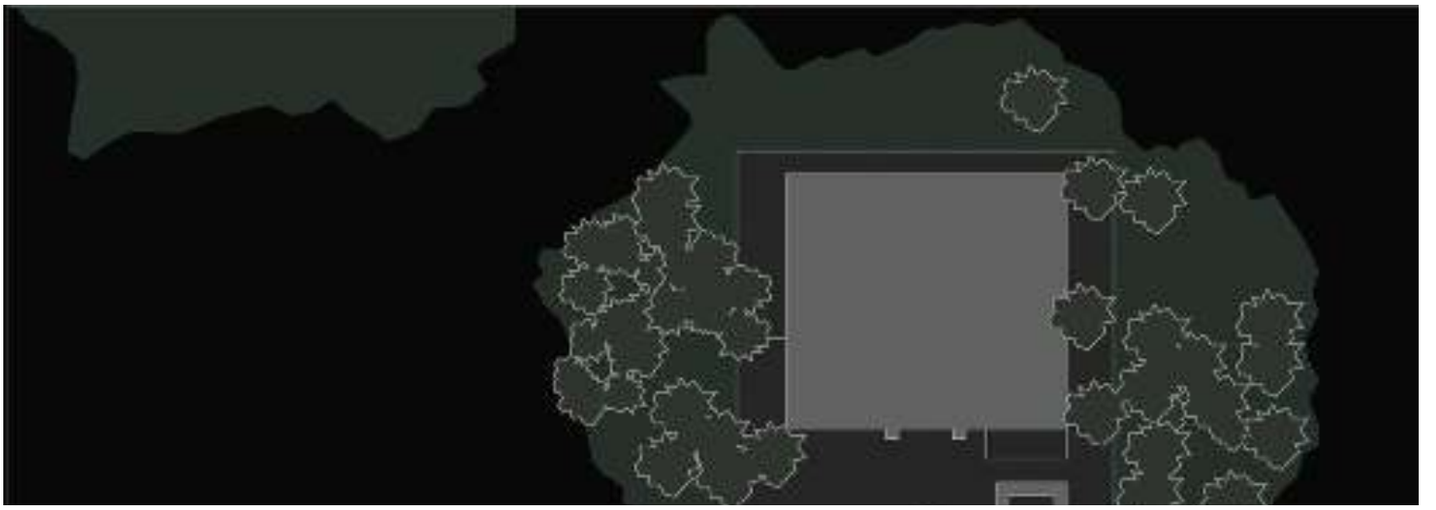
Climb the metal stairs to the doorway, then turn right and climb the concrete stairs. At the top, you find a Mobius storeroom 19 with some pickup goodies, including a Harpoon Bolt. Then go back downstairs, turn right, and cross the metal catwalk to the rusting door. Push it open and note the open vent, low on the left wall. Continue past it around the corner and equip your Communicator. Find the Residual Memory near the fallen soldier 20 .

“Trapped in The Marrow”

This memory exists near the edge of the collapsed passage to Exit B2 in the Access Tunnels of The Marrow, a short distance after you pass through the gas leak.

Now return to the open vent and crouch into the duct 21 . Follow it until you emerge on the other side of the collapsed floor. Go through the door marked Exit B2 and approach the computer 22 under the City Hall Access sign. Use the computer to travel to the dark void, then again to the City Hall port.

OVERVIEW



Story Walkthrough

Lying in Wait

City Hall looms ominously ahead under the watchful eye of the Aperture. Somewhere inside, a homicidal maniac who fancies himself an artist holds Lily captive. This chapter pits Sebastian against two boss-type monsters, although you *can* bypass the first one, if you want.

OVERVIEW

City Hall Area

OBJECTIVES

- Enter City Hall and search for Lily
- Find and activate the Stable Field Emitter on the second floor of City Hall
- Leave City Hall Collectibles
- 6 Files
- 1 Residual Memory

ENTER CITY HALL AND SEARCH FOR LILY

Find The Residual Memory

From the road, work your way over to the nearby gazebo (2). Step onto the platform and use your Communicator to tune into a citizen who professes to have been born and raised in Union. Sounds like the Mobius brainwashing was top notch. Then lock in on the Mobius operative (3) with a valuable Medical Pouch in the parking lot. You also find some Handgun Bullets and an Explosive Bolt. Nice haul!

“Before the Collapse”

Find this memory in the gazebo not far from the Safe House in the City Hall area.

Head down the road to the City Hall gate (4) where a fallen Mobius guard has something on his mind. Take the photo stuck on the guard's head to trigger a major upheaval. The Aperture restructures City Hall, disintegrates the barbed wire blocking the gate, and transforms a pile of citizens into Sebastian's old friend, the Guardian!

"Photo of Sebastian Castellanos"

Pluck the knife from the fallen Mobius operative at the barbed wire gate in front of City Hall to acquire this photo and message.

Option 1: Defeat The Guardian

The gate closes and locks behind Sebastian, creating what seems like an inescapable battle. But there is an escape route, which may become your only option if you expend your ammo without downing the Guardian. (We'll get to that shortly.)

However, you can find plenty of ammo pickups around the arena to replenish your stock. For example, the back of the overturned truck (5) holds ammo for Handgun, Shotgun and some crossbow bolts too. An added bonus is that the Guardian can't follow you inside the truck's trailer… although she will slice through its roof with her chainsaw, so watch out for the spinning blade.

The overturned truck also provides a nice option for inflicting extra damage on the walking quilt of corpses. The truck's fuel tank leaks into a big flammable puddle. Lure the Guardian into the rainbow-hued fuel spill then turn and quickly ignite it with your Handgun. Nail her with a few headshots while she burns. Then take off running again.

SOME GUARDIAN COMBAT NOTES

You cannot execute a Sneak Kill on the Guardian, and your Shock Bolts slow her down, making her attacks do half damage. All other attacks/weapons work as normal. As always, headshots inflict the most damage, and this foe has *several* heads you can target.

Be aware that the Guardian can dash quickly for such a big, makeshift monster, so sprint away and cut tight around corners to get her off your back. You can also hustle into chain-link enclosures on either side of the arena; Sebastian shuts the gate behind him, and it takes the Guardian several seconds to cut through the fencing. During that time, you can pepper her with shotgun blasts through the chain link.

Note that several tripwires are stretched across parts of the arena too. Tripping these wires will slow down time, letting you aim and fire more accurately at the Guardian's heads. When the monster finally drops, the barbed wire blocking the City Hall's front entrance disintegrates. You can go right in the front door and find Miles Harrison, one of the Mobius Search Team members, sprawled on the floor in front of the reception desk.

HARRISON'S LOCATION

Harrison is in a different spot depending on which door you enter. If you kill the Guardian and enter via the front door, Harrison is just inside, by the main reception desk. If you evade the Guardian and come in the back entrance, you find Harrison in the Mailroom near a Save Terminal.

Option 2: Evade The Guardian

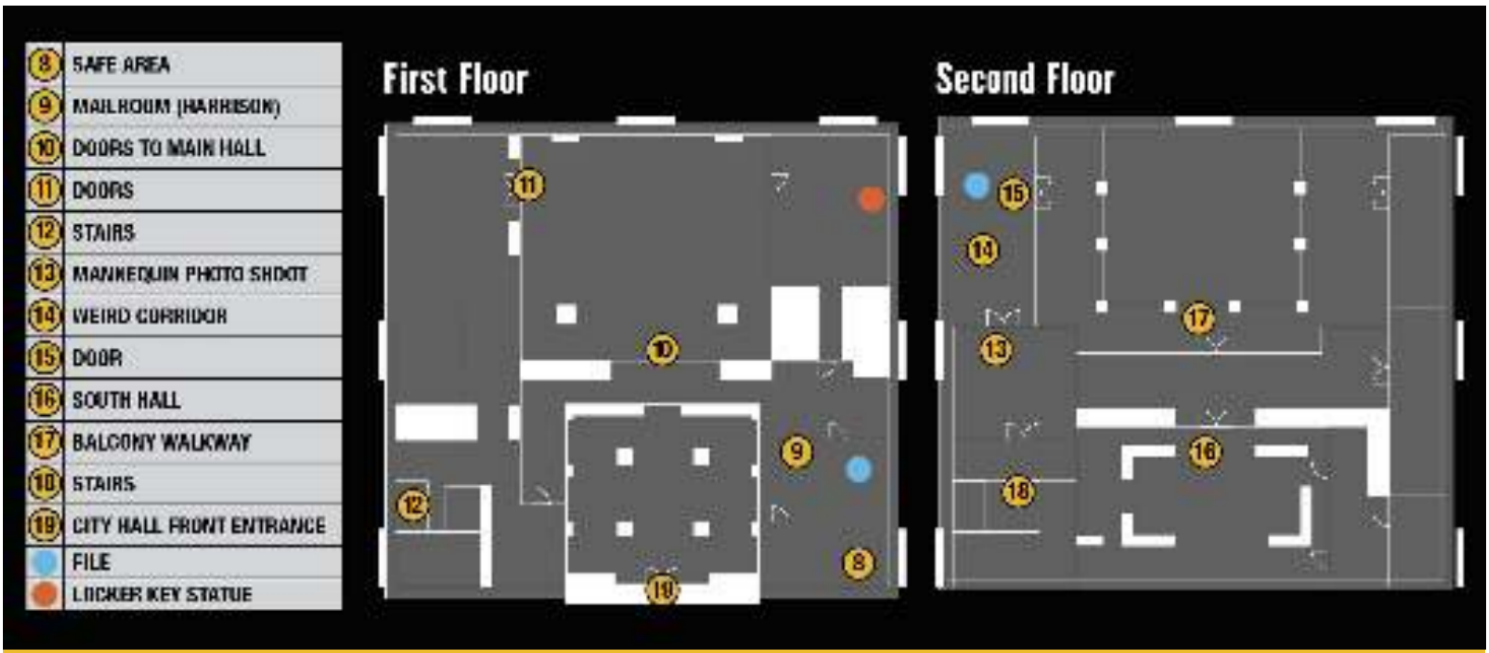
As long as you dodge the Guardian's chainsaw attacks and use the arena's obstacles to cut off her pursuit, you can wear her down with your guns and crossbow bolts. But another option is to sprint around the left side of the building, where you find three oil drums next to a white delivery van 6 blocking the side passage. Kick over one drum and shoot its spilled oil; the flames cause the other drums to explode, blowing up the van too!

Watch for tripwires as you continue around the building. Crouch underneath the one strung to the bus; let the Guardian trip it if she's chasing you. Then bash through the stack of breakable crates just around the corner.

The back lane features two Explosive Bolt tripwires. The first one is low, so approach the bolt on the left post and press the Operate button indicated to collect it. The second Explosive Bolt tripwire is high enough to crouch underneath; if the Guardian is chasing you, she hits the wire and trips the explosive!

When you finally reach the rear entrance (7), the door is jammed so keep tapping the control button indicated onscreen until Sebastian shoulder-bashes it open. Safe at last! Descend the stairs and move with caution through the power housings in the room—a pair of Lost are roaming this basement. Dispatch them and continue to the gate blocked by a yellow dumpster. Go around the stacks to the right to reach the dumpster's side then push it against the far wall. Then open the gate and climb the ladder to the main floor.

OVERVIEW



City Hall: Interior (under normal circumstances)

You emerge in a back office (8) with a Workbench and Save Terminal. In the next office, the Mail Room, you find Harrison dying on the floor (9). He manages to direct Sebastian to the Stable Field Emitter on the second floor, and hands over his Communicator to start it up. He says if the Emitter isn't turned back on soon, Union will completely collapse. After the scene, grab the report on the nearby desk.

“Report #00977: Urgent Structural Issues”

This report sits on a corner of the desk in the City Hall Mail Room.

FIND AND ACTIVATE THE STABLE FIELD EMITTER ON THE SECOND FLOOR OF CITY HALL

First Floor

Exit the MailRoom, head left down the corridor. To the left is the Entrance hall (with some pickup items); to the right are doors (10) to the Main Hall with one of those familiar gold nameplates (this one for "Jonah Constant") that suggest gruesome art lies within. Enter to hear familiar music and find another "frozen in time" exhibit, starring another Mobius security officer. Turn left and head through another set of double-doors (11) into a hall that leads to the staircase (12) .

Second Floor

From the top of the stairs, push through the black drapes into an area set up for a photo shoot (13) with a mannequin in front of a painted backdrop of a hallway. First, investigate the large portrait on the left wall—the woman's face has been scraped off. Note that she's wearing an emerald necklace and stands next to a vase of red roses. Grab the actual roses from the vase next to the portrait, and take the emerald necklace on display in the corner.

Now approach the mannequin that wears the same dress as the woman in the portrait. Put the emerald necklace on the mannequin and place the roses in the empty vase next to it. Then rotate the mannequin so she faces directly toward the old-fashioned camera set up nearby.

Go around behind the camera and select Operate to bring up the viewfinder screen. Use the Adjust Focus controls to get a crisp focus, then press the Take Photograph control. When you back away from the camera, you discover that the painted backdrop has turned into an actual hallway!

Find The Emitter

Start moving down the hallway 14 . A number of the hanging frames are blank, but a few have photos with title plates mounted underneath. As you approach each of these, a display light hits it. Investigate all four of them: Afterglow, Innocent Gift, Bouquet, and Glory. Check out the oddly ticking wall clock too, with its stopped pendulum. And don't miss the Krimson Post newspaper article, propped against a frame on the side table. (Tip: Read the article and note the quote attributed to the decapitated woman's "longtime friend and photographer Stefano Valentini.") Then investigate the message scrawled in blood on the big frame at the end of the hall.

“Krimson Post Article”

This news clipping sits on a side table down the hallway that appears after you correctly arrange the mannequin to match the wall portrait and then snap its photo with the old camera.

After you turn away, you hear a sound behind you.

Turn to see that the frame at the end of the hall now holds a different portrait! You hear a pounding on the door 15 just up the hallway. As you approach this pounding, the “Innocent Gift” frame falls off the wall and the door opens, smeared with blood on the inside.

Follow the next corridor to the end and listen to the accented voice speak of “death preserved on silver nitrate.” Turn back and retrace your steps to find that the door is gone. But then a new door appears behind you and opens. Go through to find a dressing room with a row of changing booths and some mannequins. In the office next door, pick up the photo sitting on the desk. It’s a shot of the Mobius agent murdered and suspended in the Main Hall downstairs.

“Photo of Murdered Mobius Operative”

Find this photo on the desk in the office next to the dressing room.

Exit via the dressing room to find the hallway altered again. Turn right and follow it around the corner to the right; you see the deranged photographer at the end, snapping a sequence of photos of you. Move toward him until he chuckles and doors slam in your face. Turn around to see the hallway behind you transformed yet again!

Follow the corridor to a staircase and descend many stairs until you reach another set of doors. Open them to see a chair; the emerald necklace and roses lie on the floor next to it. Approach the chair to trigger a short but disturbing cinematic. You end up in a room full of grotesque and very kinetic-looking statues. Pick up the note on the table by the exit door then step outside.

“Handwritten Note”

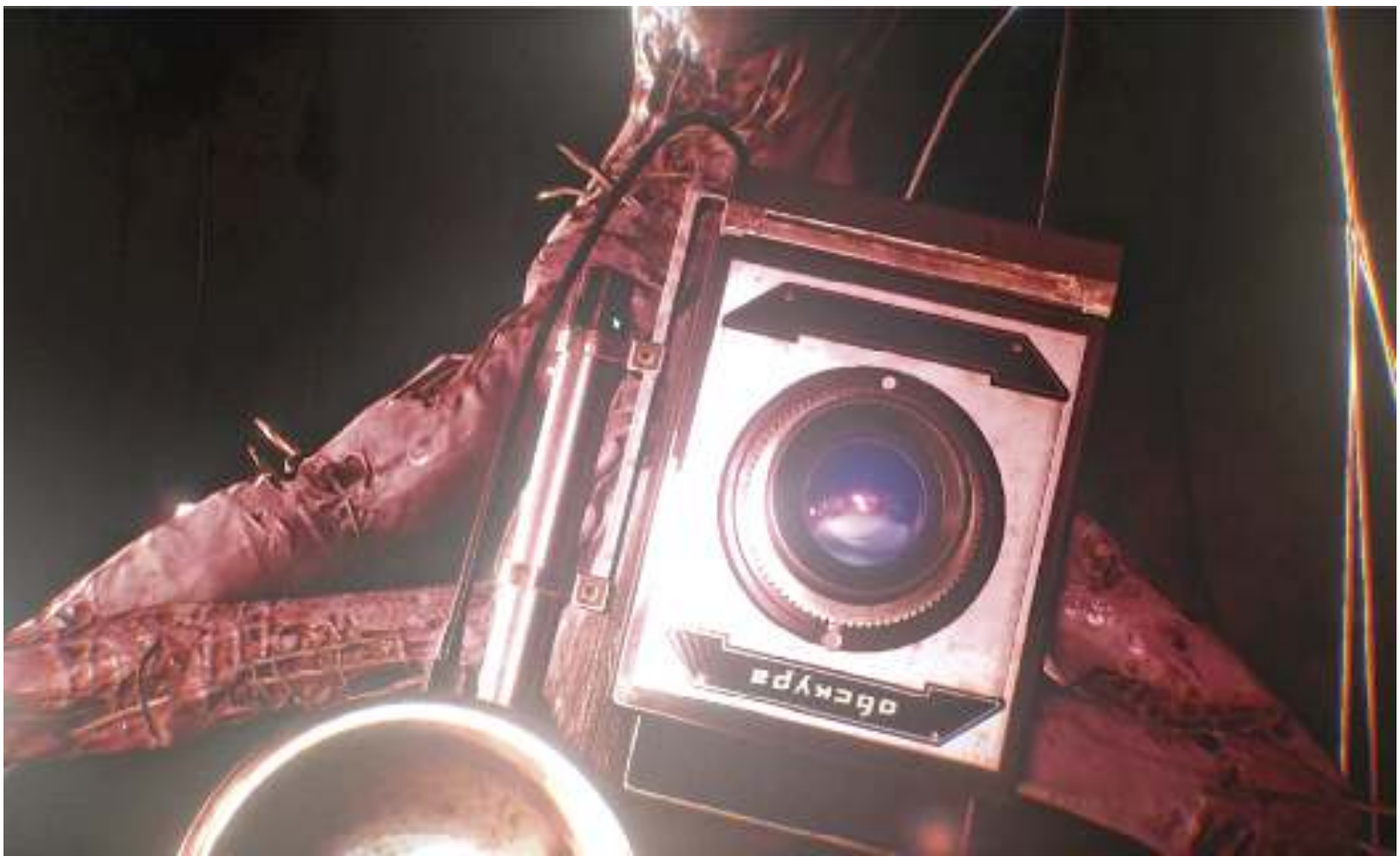
This fancy card sits on the small table next to the door where you exit from the room filled with Albedo statues.

Will the weirdness never end? Proceed down another dark hallway hung with grisly framed photos and go through the doors at the end to find yourself back in the hall where you photographed the mannequin! But now there’s an open doorway to the right.

Go through it and find the ammo stashed directly ahead. (As veteran gamers know, this is usually a sign that you’ve got some shooting to do real soon.) Turn right and step into the South Hall 16 to see the Stable Field Emitter. Activate it to trigger a cutscene: Sebastian initiates a 90-second restart sequence. Then he meets the murdering photographer at last. His name is Stefano. Soon you meet his three-legged, ceiling-crawler of a creation as well: The Obscura.

Defeat The Obscura!

Here comes your second boss battle of the chapter. When the Obscura takes a photo, time freezes for its photographic target. Thus, whenever Stefano's creation snaps a shot of the Stable Field Emitter, the restart countdown stops. (The Emitter's timer appears onscreen, so you can monitor it throughout the fight.) To break the time-freeze and start the timer again, you must shoot the Obscura in its body or directly in its camera lens.



OBSCURA NOTES

The Obscura's camera freezes time. The tripodal creature can walk up walls and across the ceiling, so look for it high and low. Its fluttering tendrils can be mesmerizing… but they can also squeeze the life out of you, so keep your distance. Shoot its camera lens to stagger the creature and get time unstuck again.

Easier said than done, of course. The Obscura runs and hides, then unexpectedly darts out to attack. Its long, tendril-like appendages are deadly if they can grab Sebastian, so keep your distance and use cover. When the Obscura decides to pursue you, dash quickly around corners then turn and back away while aiming, ready to shoot the moment you see the monster's camera peer around the corner.

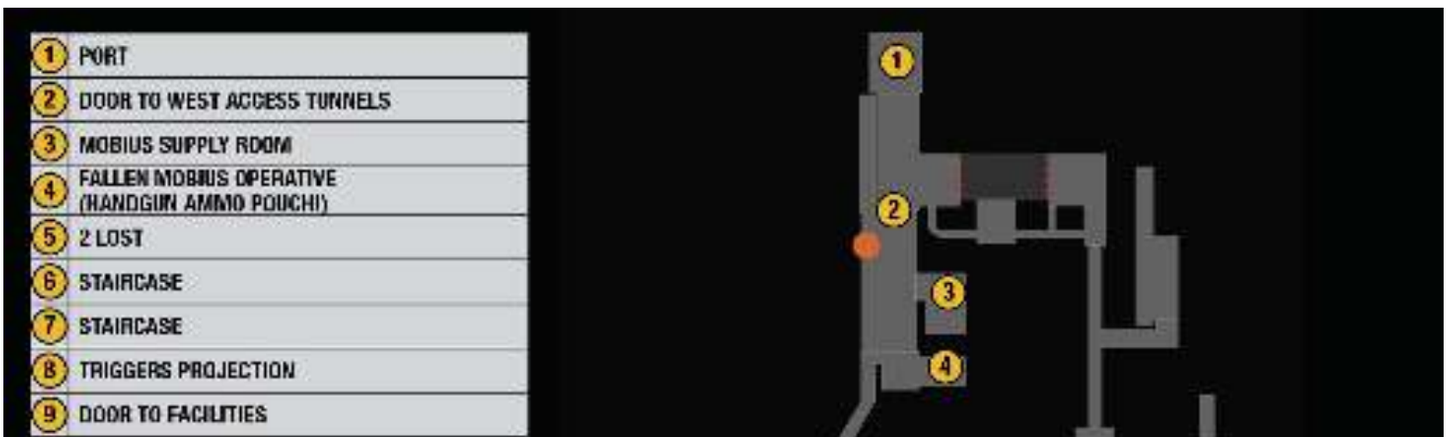
A good tactic is to set up with your Sniper Rifle along the back wall of the room, maintaining a clear view of the Emitter. Nail the Obscura's lens when it moves in to line up a photo of the Mobius device. Also: Keep an eye upward too. The Obscura can fling its tendrils to the ceiling and hoist itself up!

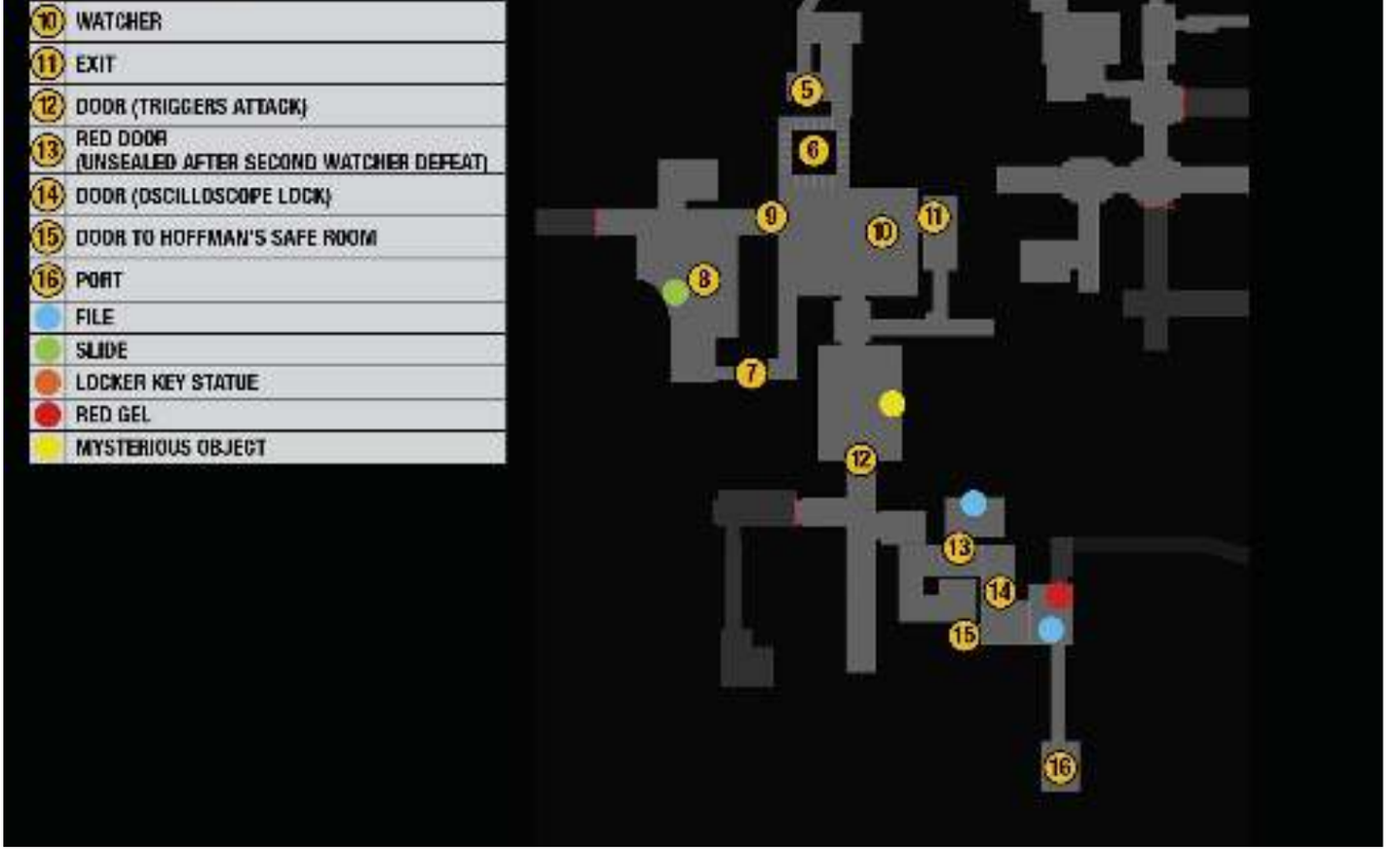
Story Walkthrough

On the Hunt

The Aperture hunkers over the chunk of Union in the “sky” where the Theater sits. To get after Stefano at the Theater, Sebastian must work down through The Marrow’s West Access Tunnels to the Facilities sector and find Exit D5. O’Neal tells Sebastian that the Stable Field Emitter has done its job. Parts of The Marrow have been reopened and stabilized for now, anyway.

OVERVIEW





OBJECTIVES

- Pass through The Marrow and search for Exit D5
- Investigate the Theater Collectibles
- 2 Files
- 1 Slide
- 1 Residual Memory

PASS THROUGH THE MARROW AND SEARCH FOR EXIT D5

Return To The Marrow

Follow the road back to the Safe House, climb down the ladder, and have some coffee, for gosh sakes—you deserve it. Take a mirror trip back to Sebastian's Room and buff up your skills and weapons, then come back and use the computer to enter The Marrow's Central Access Tunnels.

In the port (1), equip your Communicator and lock in to the nearby Resonance. Exit the room and move forward until the security door raises, revealing a passage (2) to the West Access Tunnels.

Navigate The West Access Tunnels

Ahead on the left is a door with an oscilloscope lock. Solve the puzzle as you've done before and loot the Mobius supply crate in the storeroom (3). Exit and continue down the hall to the next door on the left. Your map shows a fallen Mobius operative (4) with a Handgun Ammo Pouch on the other side. But before you grab it, look behind the open door to find a sleeping Lost that will awaken when you take the pouch. Put a couple of bullets in its head to prevent that.

Exit that room and step through the opening in the chain-link fence directly across the corridor. Turn right and follow the narrow passage until you find a Locker Key statue above you on a bracket, hanging amongst the pipes, wires and tubing. Shatter it with a gunshot and pick up the Locker Key that falls.

Turn around and follow the narrow passage until you hear a pair of Lost moaning and howling just up ahead (5). Crouch and wait a few seconds while they look around; then sneak through the hole in the wall just ahead on the left and take cover behind the two green barrels. Wait a few seconds for an opportunity to creep to the fence gap for a Sneak Kill on one, then the other, if you can. Or you can kick over the red oil drum near the opening, lure both Lost onto the oil spill, and ignite the oil with your Handgun.

Find The Media Room

Descend the long staircase (6) until you emerge onto a walkway overlooking a big warehouse-sized storage room full of crates. Some sort of weird, sticky, bubbling white stuff has seeped into the corridor. It's creepy and difficult to wade through in places, but keep going until you reach another staircase (7) that leads down to a media room filled with monitors and recording equipment.

This room is infested with white goop too. As you move across the room, monitors oddly switch on. When you reach the room's center , you trigger a heartbreaking conversation between Sebastian and his wife Myra, projected in silhouette on the wall. Afterwards, pick up the slide sitting next to a slide projector on a pallet stacked with computer monitors.

"Sebastian and Myra"

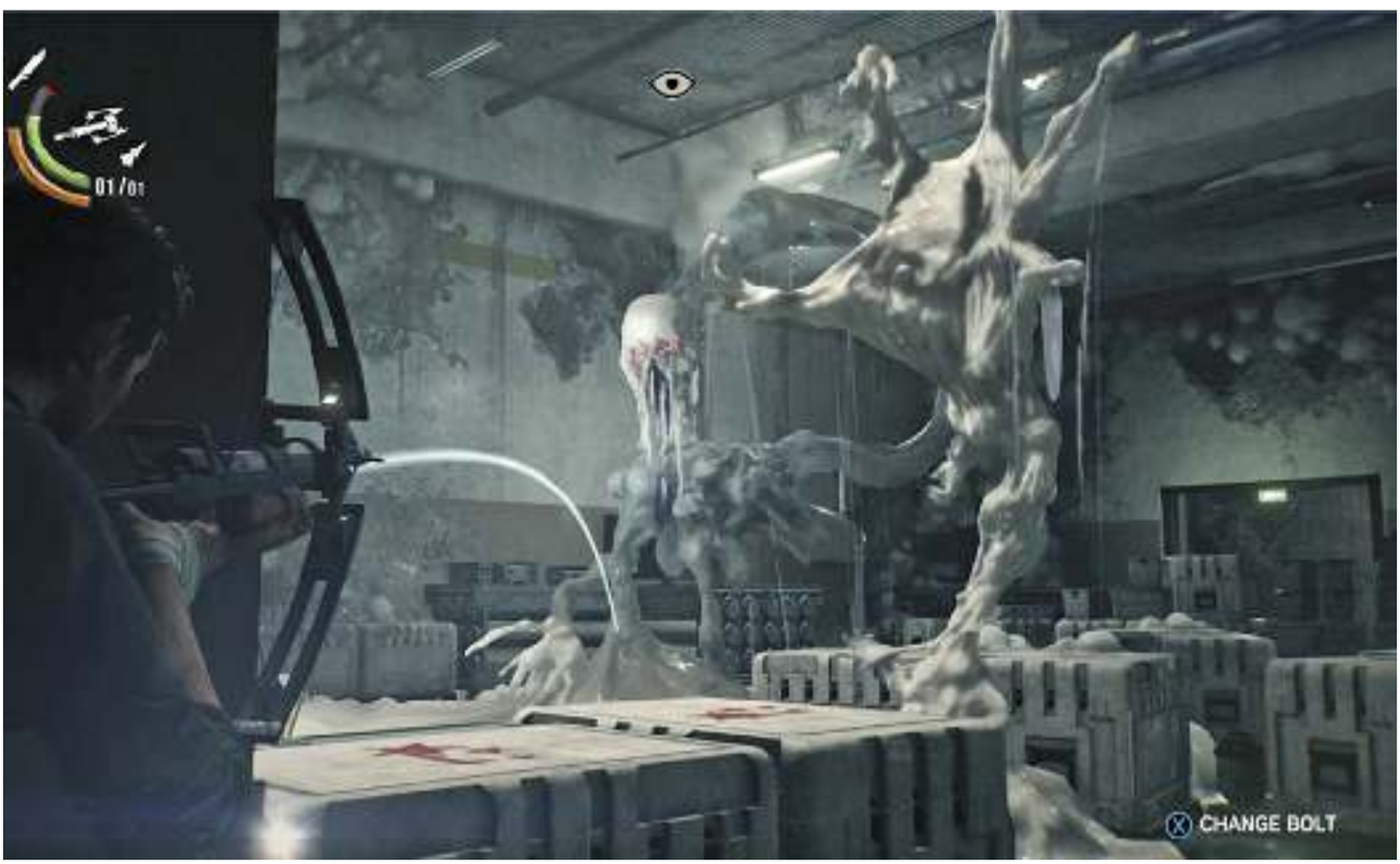
As you move through the West Access Tunnels toward the Facilities sector of The Marrow, you can find this slide in a media room filled with sticky white goop. Pick it up after the projection of Sebastian's conversation with Myra.

When you exit the media room and turn right, something slams the door shut down the hall (9), just past the "Marrow Facilities, Exits D5, 27" sign on the wall. Move down the hall towards it. (Note the door sealed shut by white goo on your left; you'll revisit it in the next chapter.) Make sure you're ready for a boss fight (full ammo, etc) before you force open the door at the end of the hall!

Defeat The Watcher: Part 1

After the hair-raising introduction to the Watcher , be aware that it can be defeated with some pretty basic tactics. First off, any red patch on the monster is a weak spot. At first, only its two eyes are red. Once you shoot them, a larger red patch opens up on its face that you can target for a few seconds.

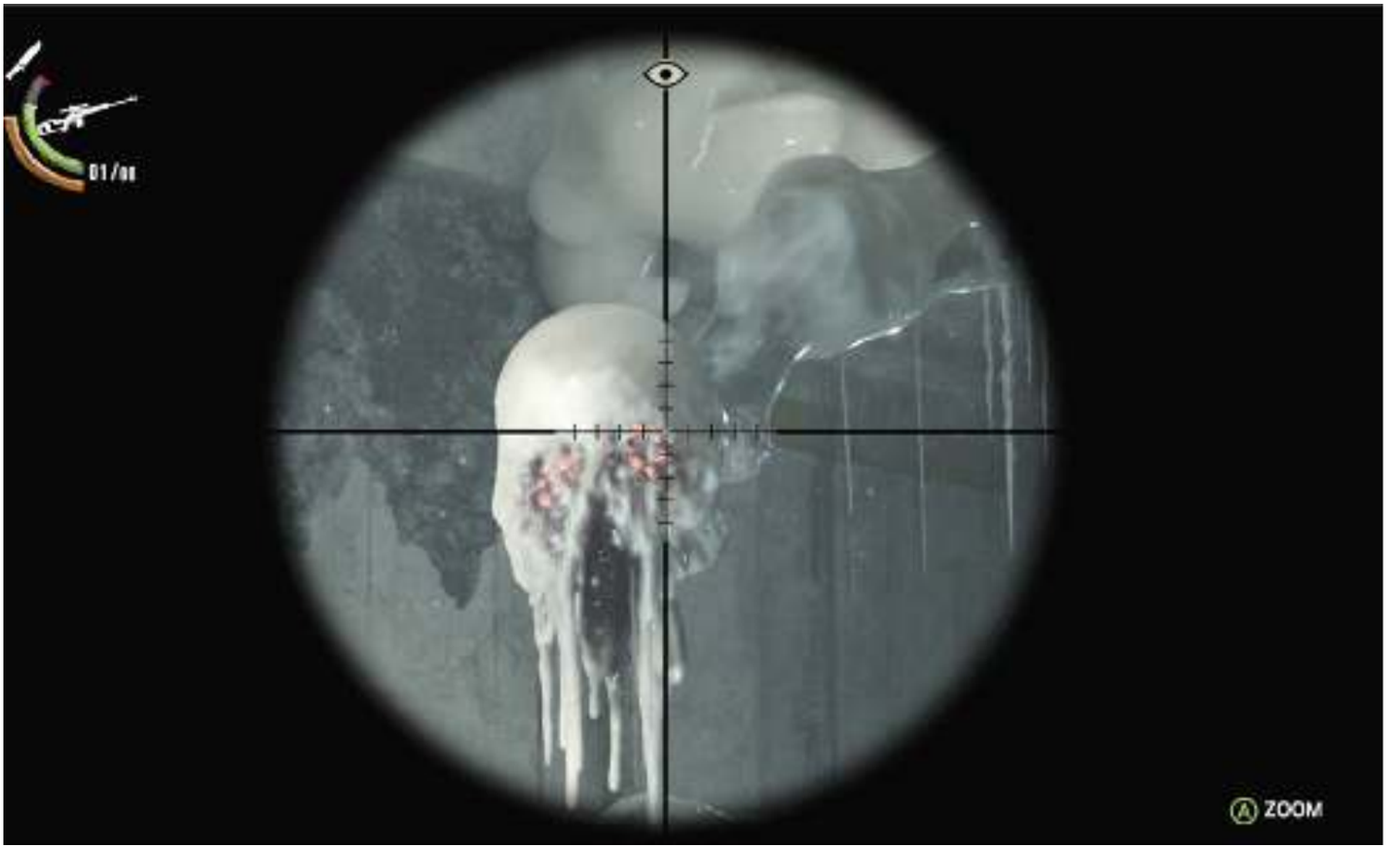
Soon the Watcher recovers and starts its fatal attacks: spitting deadly white matter at you, and slashing with its huge goopy claws— claws that not only extend from its "body" but also spring up independently from various white puddles on the floor, including behind you when you think you're in cover.



WATCHER NOTES

Aim for the eyes or other red spots that appear on the Watcher as you fight. Its spitball attack inflicts splash damage that can strike you even behind cover, and its claws can pop up from puddles on the floor, including those behind you when you think you're in cover! So, keep moving back and forth across the room, pillar to pillar, to avoid taking too much damage.

Note that its claws and spitballs absorb your gunshots without taking damage, so time your shots at its red eyes in between these obstacles. It's entirely possible to take down the Watcher with your basic Semi-Automatic Handgun (we did it several times), but if you want your first punch to land harder, use the Sniper Rifle for your opening salvo.



Defeat The Watcher: Part 2

Follow the passages into another big storeroom and find the unusual object tucked behind some stacked crates. Then try to exit the room via the far door (12). Opening that door triggers a quick rematch with the Watcher. You have just a few seconds to shoot its swaying face as it moves in to swallow Sebastian. In Survival mode, four good hits force the beast to retreat again.

Mysterious Bobblehead

Find this funny fellow in the Facilities storage room where you fight off the Watcher the second time.

After you strike the Watcher's eyes, it is temporarily blinded, so take that opportunity to pump a few more shots into its red face then sprint to hide behind a different pillar. When it regains its sight, it first looks for you in the place where it last detected you. Keep targeting its red spots. When the big monster finally slumps down defeated, exit the room via the open doorway (11).

FAKE ESCAPE

Note that when Sebastian first sees the Watcher, he wonders if he can sneak past it. In fact, he can get past the monster without defeating it in the main room. It's possible to sneak over to the first pillar when the creature looks away from your spot, and then dash around the second pillar and out the open doorway (11) on the far side of the room. But you cannot avoid the second confrontation with the Watcher as you leave the area (12).

ANOTHER SHOTGUN LOCATION

In this walkthrough, you acquired the Sawed-Off Shotgun long ago. But if you haven't yet found it, you can pick it up in the storeroom behind the oscilloscope-locked door just past the Watcher's area.

Get To Exit D5

Continue past another "Marrow Facilities: Exit D5" sign to find another door with an oscilloscope lock (13). Match the green wave to the red wave to unlock it. Enter to find a Mobius report on the desk, and then loot any items (including the Sawed-Off Shotgun if you don't have it yet).

Exit and continue on through the next door (14) to trigger a long cutscene: Sebastian discovers a file on Lily and meets Yukiko Hoffman, the Mobius Search Team's psychological profiling specialist. After the auto-conversation, select each of the dialogue choices to get more background.

“Report #00532: Displacement Protocols”

After you get past the Watcher’s area, continue on to the door with an oscilloscope lock. Unlock it and enter the small storeroom to find the report on a desk.

Then check out the nearby computer for more on Lily’s selection as a Core candidate. Be sure to grab the valuable jar of Red Gel (circled in our shot) on the sofa, drink some coffee, and use the Save Terminal too.

You can also use the Mirror (15) in the next room to travel back to Sebastian's Room for upgrades. There you can also view the new Slide 4 you just acquired, and talk to Kidman about it. Then return to Hoffman's Safe House.

Travel To The Union Business District

Leave the main room via the door marked Exit D5. Follow the corridor to the port room (16). Use the computer labeled "Business District: Post Plus" to travel to that location.

"Email: Core Candidates"

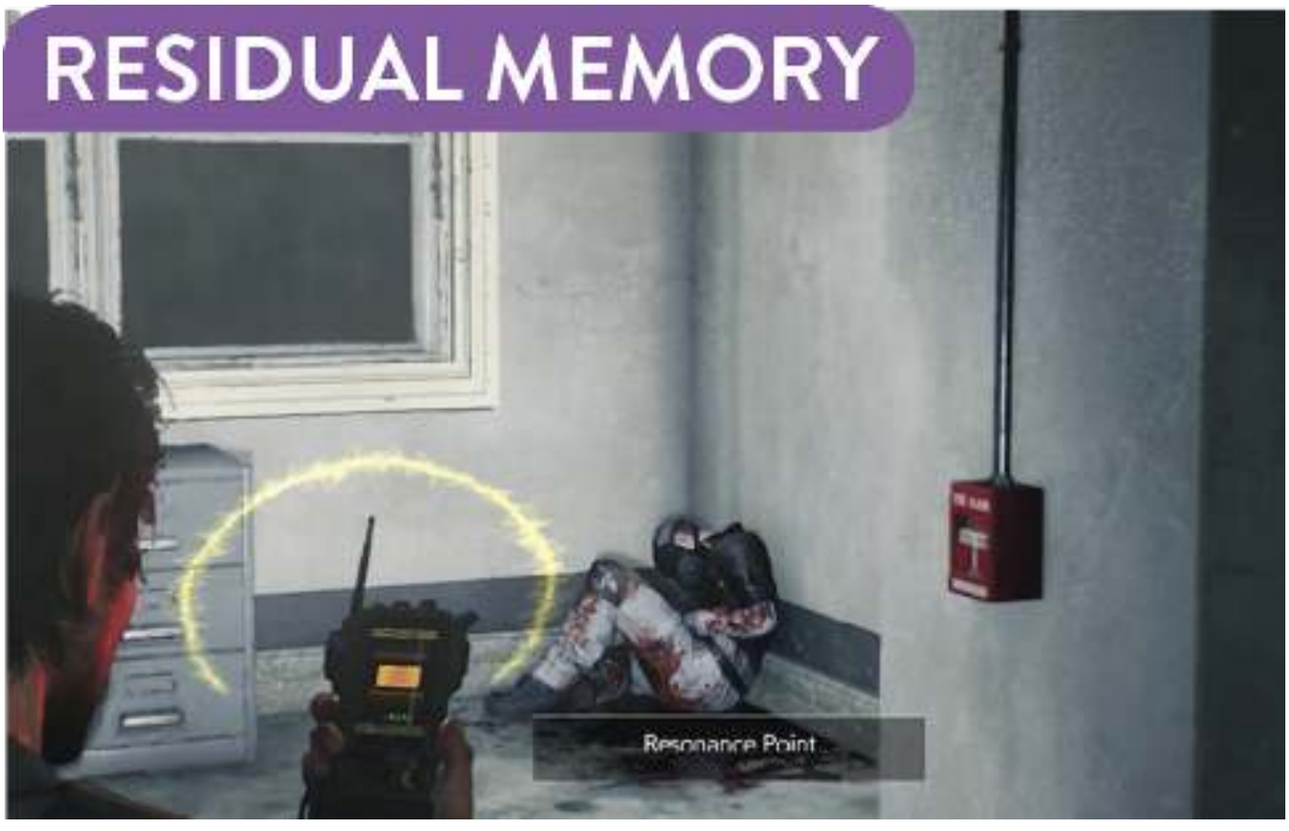
Find this email on the computer monitor in the Facilities port (Hoffman's Safe House) right after you meet Yukiko Hoffman.

OVERVIEW

Find The Grand Theater

You arrive inside a Post Plus 17, which serves as your Safe House in the Union Business District. Explore the place to find all the usual Safe House features and grab all pickups, including a couple of Harpoon Bolts and especially the rare box of High-Quality Weapon Parts in the duffel bag. Then go through the door into the outer room to detect a Resonance flash. Equip your Communicator and tune in to the Residual Memory in the corner 18 over the fallen Mobius soldier.

“Waiting for Stevens”



Find this memory by the fallen soldier in the west room of the Post Plus Safe House in the Union Business District.

Exit the Post Plus and head directly toward the Grand Theater. (You can’t miss it; the Aperture floats directly above it!) Investigate the two creepy framed portraits (19) hanging on the barbed wire to trigger a message from Stefano and begin a new chapter.

Story Walkthrough

Premiere

Stefano's not running from Sebastian anymore. But the Grand Theater is this self-proclaimed artist's turf, so be prepared for some unpleasant surprises.

OVERVIEW

OBJECTIVES

- Take down Stefano and save Lily Collectibles
- 1 Residual Memory

OBJECTIVE: TAKE DOWN STEFANO AND SAVE LILY

Go through the foyer into the main lobby and climb the first staircase to the theater level. This is where you enter the theater itself, but first climb up the stairs to the second level to investigate a Resonance Point. Approach the portrait on the back wall and tune in the memory with your Communicator.

“Stefano’s Affirmation”

Climb the stairs to the top level in the Grand Theater lobby and approach the portrait on the wall to tune in this memory.

Navigate The Shattered Corridor

Enter the theater to watch the long cutscene as Stefano waits on stage before a captive audience. When it ends, you see Stefano at the end of a long corridor. Start running after him. As you do, the corridor breaks apart! But Sebastian won’t let that stop him from hunting down Stefano.

Watch for onscreen cues as you proceed, telling when you need to either climb down or climb up obstacles on the route. From the start, aim directly at the middle of the next floating section and climb down. Sebastian is flung onto his back then recovers. Then the Aperture appears, slamming its tentacles onto the floor ahead.

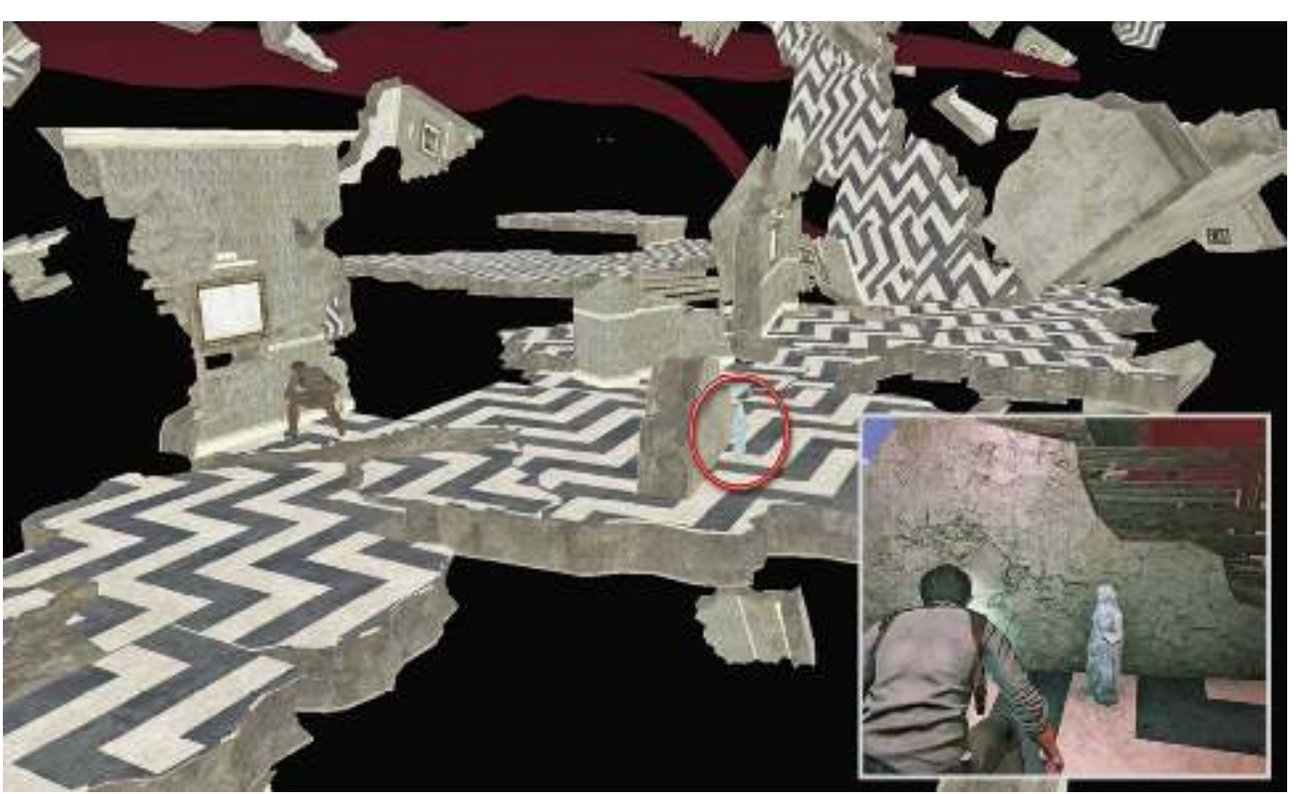
Keep to the Shadows

The trick to getting across the shattered corridor is to stay out of the searchlight gaze of the Aperture! Many wall sections line the left side of the route. Use them to cut off the big eye's gaze.

The key now is to stay out of the bright gaze of the Aperture. If the creature sees Sebastian, it quickly crushes him. This is *not* a timed event; although the corridor is shattered and twisted, the pieces are stable, so take your time. Just don't get caught out in the open by the searchlight.

When the gaze moves away, veer rightward to the two wall sections and camp behind the low wall. When the gaze moves away again, veer left and climb down to drop to the next section. Climb up to the next platform to your left and run again. Note that a Locker Key statue is hidden behind one of the low wall segments on the right.

Locker Key Statue



This is one of the toughest statues to find. It's tucked behind a low wall section on the right side of the route. We brightened the lighting in our screenshot here to show its location more clearly. To get behind the wall, go around its far side; you can't get behind it from the near side as you approach.

Follow the obvious route along the corridor fragments, hiding in the shadow of walls when necessary. When you reach another section of corridor twisted sideways, climb down to get flung onto it.

This next part is tricky. (See our screenshot.) When the Aperture's gaze is away, turn left and run down the broken slab of wall that forms a ramp to the next piece of the corridor below, and hide behind the wall blocking the Aperture's gaze. When the gaze moves away, hustle to the overhanging section and crouch to duck underneath it. Stay under the overhang until the coast is clear, then emerge and run to the next low rise to climb up.

We brightened the lighting to show the ramp down just ahead of the low overhang where Sebastian (circled) must crouch to get through.

Veer rightward between the two wall sections then climb up the next low wall. Now it's a straight sprint until you trigger the sequence-ending cutscene: Sebastian barely escapes the Aperture's hostile tentacles and sprints through a brightly-lit doorway.

Find Stefano

Proceed through the next doors into a photographic darkroom where you can pick up several items including a jar of Red Gel. Use the Mirror here to travel back to Sebastian's room for crafting, upgrades and target practice, if you want. You want as much ammo as possible, and you want your weapons and skills in top shape.

When you're ready, exit the darkroom and go through the doorway down the next hall. This puts you back in Stefano's domain where you started your whole STEM experience. Descend the stairs to the main floor—look for a Medical Kit in the back alcove here—and then follow the long corridor to the reception area. Snag the Shotgun Shells sitting on the desk then continue past the "Sebastian Castellanos" nameplate on the podium to enter the arena. After a short confrontation scene, Stefano pulls out his weapons—a knife and a camera—and the battle begins.

Defeat Stefano: Phase 1

Stefano can phase-shift. He'll zap himself quickly all around the arena, so you'll have to keep swiveling side to side to locate him. He tosses his knife from a distance and slashes it across you when he's in close. Both attacks hurt moderately, but you can dodge his throws fairly easily, and circle away from his slash attempts. Watch for the bluish smoke of his phasing activity.

Stefano can also use his camera to cast a “slow-time” field: a bluish cube that surrounds you and slows your movement. When this happens, he moves in close for a Grab-Stab attack that hurts badly. Listen for a cue that precedes this. When you hear Stefano say, “What a great shot!”, “Smile for the camera!”, or “Hold still for the camera…” and he raises his camera, start running! If you get caught in the field, keep running in slow-motion until you pop out.

Tips from the Testers

Stefano teleports often. Conserve ammo by luring him in to attack you first.

Watch out for the Aperture's tentacles; avoid moving around while they crash down. Finding a safe spot to wait it out may be the best option.

During the second phase of the fight, Stefano frequently teleports to the same central location. Use this knowledge to catch him off-guard.

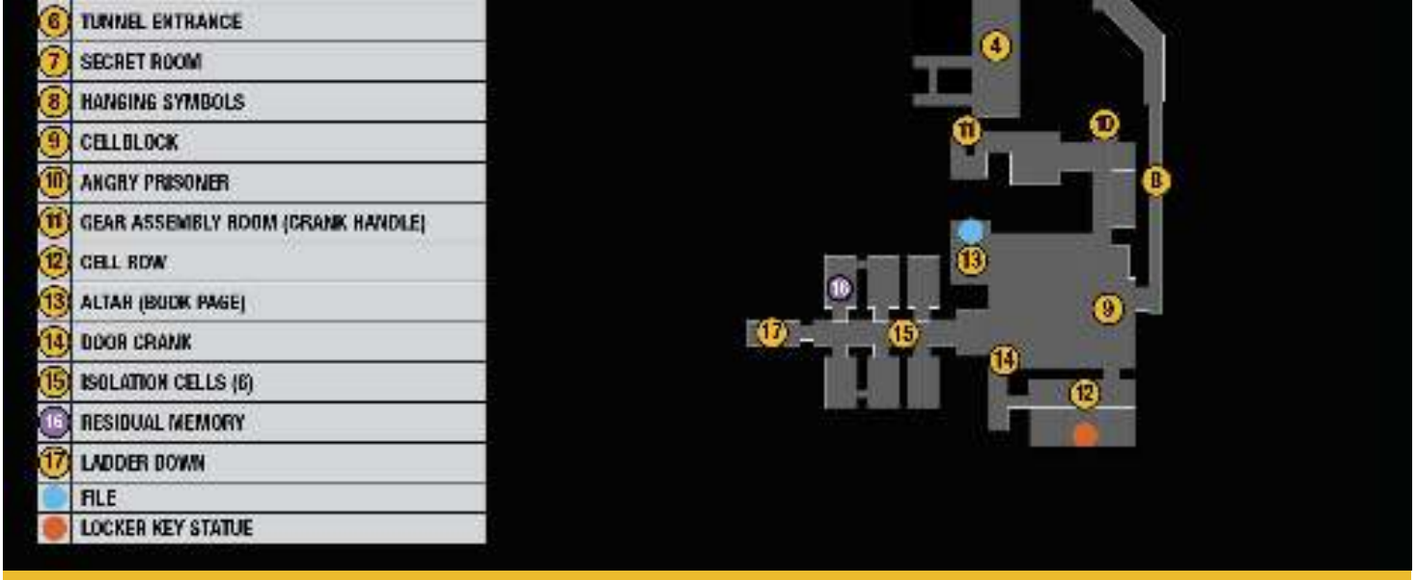
Pay close attention to Stefano's phase-shifting pattern. He likes to pop in/out, approaching you in a straight line from a distance in a series of four shifts that jump progressively closer to your position. Don't waste shots by firing wildly after he's already in sight. Instead, once you figure out his pattern, you can aim and fire at the next spot where he'll appear, hitting him just as he phase-shifts into view!

Story Walkthrough

Another Evil

Somebody with an affinity for candlelight has been in Sebastian's Room. Stefano is dead, and this doesn't look like a Mobius message. Looks like somebody else is disrupting the STEM environment. If the symbol on the altar looks familiar, yes, you saw it in the church back in the Union Residential Area. You also saw it on the "Extravagant Letter" you found in the hotel.

OVERVIEW



Theodore's Domain: Upper

OBJECTIVES

- Get your bearings and look for signs of Myra and Lily Collectibles
- 1 File
- 1 Residual Memory

GET YOUR BEARINGS AND LOOK FOR SIGNS OF MYRA AND LILY

Investigate the altar in Sebastian's Room. Sebastian picks up the Lily doll and suddenly suffers a vision of flaming beast-men advancing on him. When the vision breaks, you find yourself at another altar—but this one sits in a grim, macabre complex of underground dungeons and catacombs. Investigate the symbol on the altar (1). It looks familiar to Sebastian, who's seen it in the "real world." It's the symbol for the Mu Center where so many Union residents came from.

Navigate The Catacombs

Go through the door directly ahead, the only way out of the room. As you step through the doorway, Sebastian is stunned by another vision and hears a voice calling him "Seeker." Follow the passage straight ahead into an area with coffins, gravestones, and a few crates (2). This is a dead end, but you can find useful pickups here, including some Shotgun Shells. Smash up the crates to find other stuff. The way ahead is blocked by a cave-in, so turn around and take the side passage on the left.

As you descend a short staircase, a hanging lantern falls just ahead of you (3) and explodes into flames. Remember this incident: a number of these lanterns hang in the passages ahead. When you shoot them, they drop and burst into flames. This can be a very effective weapon against foes as you move through the catacombs.

Go through the door directly ahead; this bloody sewer (4) is another dead end, but again you can stock up on pickup items. Shoot the sleeping Lost for an easy kill. Crouch and move down the canals to find some Handgun Bullets. Then exit via the door you entered and take the first right into a gruesome chamber (5) full of horrifying torture devices. Investigate them and loot the pickups.

Exit via the staircase that leads down to a hole torn in the wall (6). Enter and follow the passage to another dead-end room (7). Be aware that a sleeping Lost just to the left will wake up as you enter, so gun him down. Then grab the Medical Syringe on the table, scoop up Green Gel, and crawl back through the tunnel.

Descend the wide staircase, open the metal gate, and proceed down the long passage (8) hung with the Mu symbols. It leads to another metal gate. Open it to enter the dungeon cellblock (9).

Find A Crank For The Cellblock Exit Gate

Here you find gibbets hanging from the ceiling, and a number of Lost prisoners in cells. The exit gate at the other end of the cellblock opens via a crank (14) but it has no handle that you can turn yet. So, from the entrance gate, turn right and move along the corridor of cells. (Note that each cell has a gear mechanism attached to the door.) You see a particularly active and hostile fellow just ahead (10). Turn left at his cell and go to the next door, which leads into a gear assembly room (11).

Take the gear handle off the crank. This gives you the tool you need to get past the cellblock. Unfortunately, it also releases the gear mechanism that opens all of the cell doors in the block. This means that your exit from the cellblock will be very unpleasant.

Explore The Now-Liberated Cellblock

That's right—you just single-handedly engineered a jailbreak by snagging that crank handle. Slip out of the gear assembly room and take cover. Up ahead, a Lost inmate loiters underneath a hanging lamp. Shoot the gas lamp to drop it on the poor fool.

MASKED INMATES

Several Lost prisoners in the cellblock wear masks that protect them against the usual lethality of your headshots. It takes extra hits to knock the mask off first.

Fight your way past the row of cells back to the central area of the block (9), looting empty cells as you go, and shooting ceiling lamps over enemies when you can. Before you head for the exit door crank, check out the row of three cells (12) on the other side of the cellblock to find some useful and collectible items. (See our Tip for a Locker Key Statue!) Watch out for the crawler in the first cell! He'll get you by the ankles and take you down.

Locker Key Statue

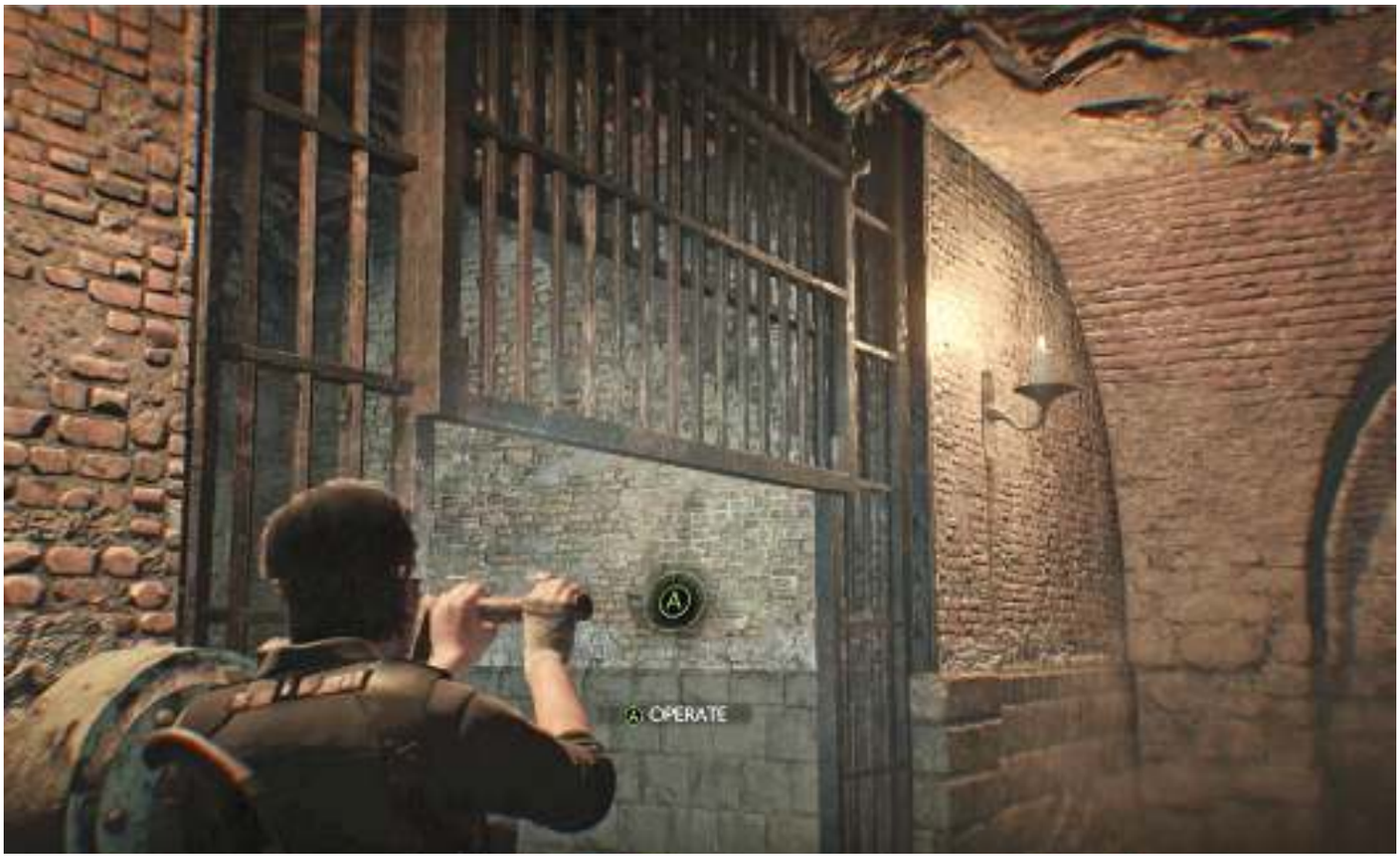
Check out the middle cell of the three-cell row on the south side of the Catacombs cellblock to find this Locker Key statue. Smash the statue and nab the key that drops out.

Finally, check out the room off the central chamber with a number of coffins and crypts to find pickup items and a Lost prisoner worshipping fervently at an altar (13). Creep up behind for a Sneak Kill then grab the burnt page of a book sitting on the altar.

“Burnt Page from ‘Submit to Freedom’ 1”

This book page sits on an altar in a corner alcove of the cellblock in Theodore’s Domain.

Now head over to investigate the crank mechanism 14 at the exit gate; Sebastian installs the crank handle. Now operate the crank by tapping the button indicated onscreen to turn the handle and raise the gate.



Head through the gate and explore the six cells, three on each side of the corridor 15 , to find more pickup items and a few sleeping monsters. Enter the second cell on the left and smash the pile of crates to reveal a secret tunnel to the next cell. Enter the second cell on the right to find a tunnel to its next cell 16 too. Equip your Communicator and tune in the Residual Memory here.

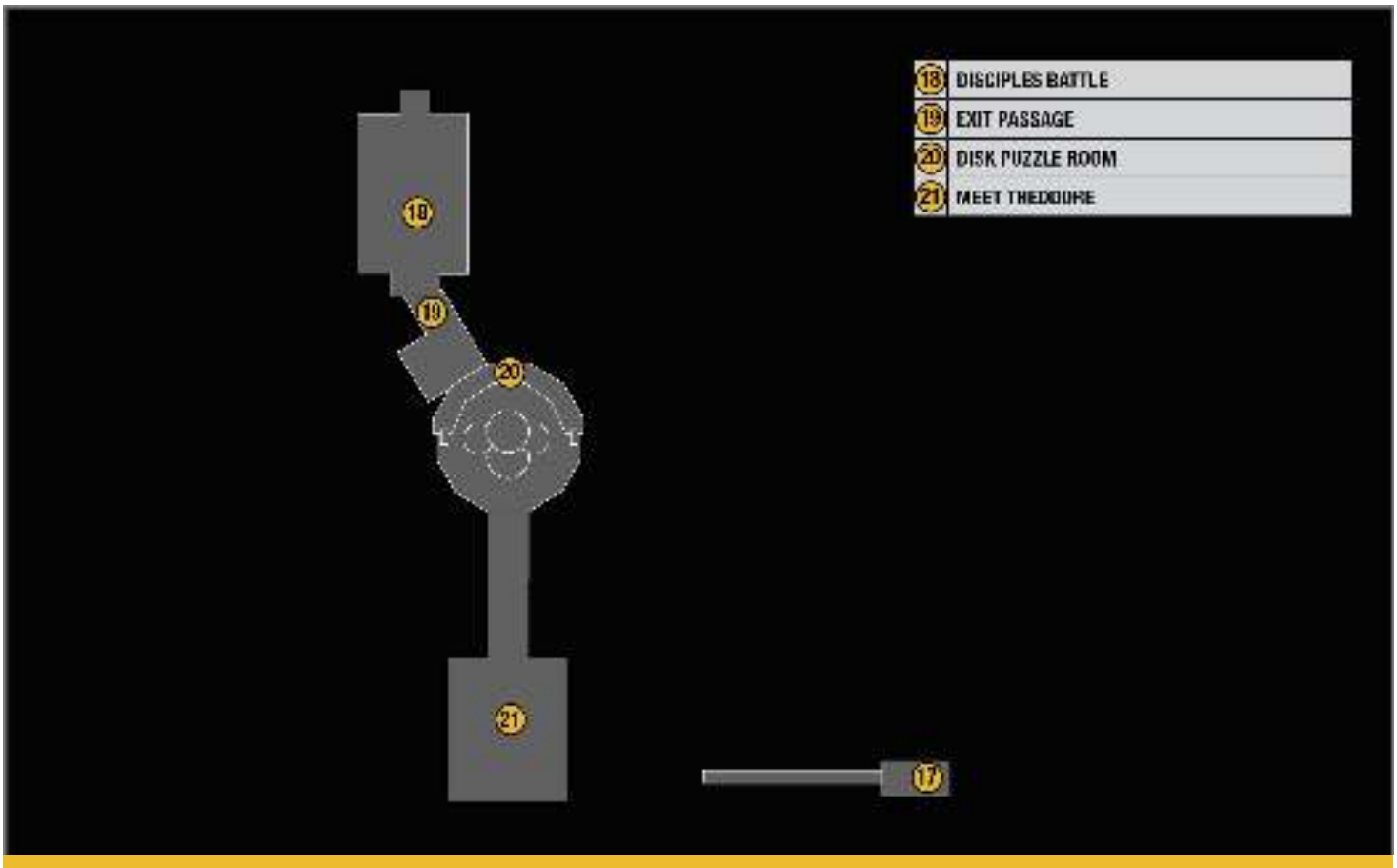
“The Tortured”

After you raise the cellblock exit gate, enter the second cell on the right in the corridor beyond. Crawl through the low tunnel into the next cell to tune into the memory.

Exit back through the tunnel and out into the corridor. Go through the next door to find a ladder (17). Start climbing down; as you descend, the ladder breaks and Sebastian takes a nasty fall. At the bottom, open the door and enter a long, candlelit corridor. Walk toward the dark figure in the distance—soon Sebastian takes another fall, ending up in a room inscribed with his failures.

When the wall crumbles, walk through into the void toward the Castellanos house in the distance. This triggers a vision. When it ends, Sebastian faces three powerful Disciples in a chapel-like arena (18).

OVERVIEW



Theodore's Domain: Lower

Defeat The Disciples

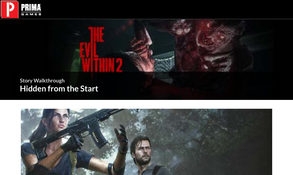
Disciples use only melee attacks, so keep your distance and try to keep cover between you and them. (See our Disciple Notes on this page for more combat tips.) Look for ammo and health pickups around the room if you need them. When all three Disciples are dispatched, a passage 19 opens up behind the altar. Go on through!

DISCIPLE NOTES

The Disciple is a close-range melee monster that occasionally ignites and cannot be attacked via Sneak Kill when aflame. Its two attacks are a lunging punch and a dashing tackle move that forces you to break free. If you connect with a headshot, the Disciple covers its head with protective arms for a few seconds, making follow-up headshots ineffective. The Disciple has lava running in its veins—if you shoot off an arm, the beast sprays burning lava from the stump!

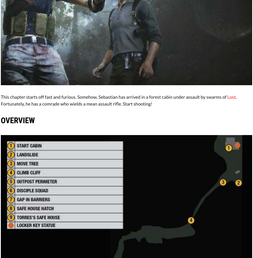
Solve The Floor Disk Puzzle

Proceed into a room with overlapping circular disks on the floor. You must align these correctly to open the big exit door. Climb one of the ladders to the balcony 20 overlooking the puzzle, where you find four control wheels. This puzzle is easier to solve than it may seem at first glance.



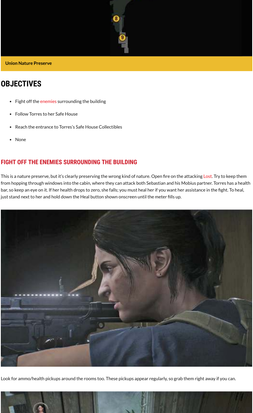
Story Walkthrough

Hidden from the Start



This chapter starts off fast and furious. Somehow, Sebastian has arrived in a forest cabin under assault by swarms of Lost. Fortunately, he has a comrade who wields a mean assault rifle. Start shooting!

OVERVIEW



Union Nature Preserve

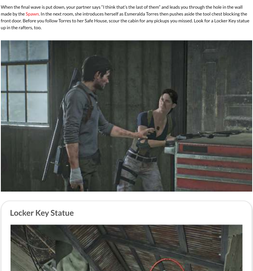
OBJECTIVES

- Fight off the enemies surrounding the building
- Follow Torres to her Safe House
- Reach the entrance to Torres's Safe House Collectibles
- None

FIGHT OFF THE ENEMIES SURROUNDING THE BUILDING

This is a nature preserve, but it's clearly preserving the wrong kind of nature. Open fire on the attacking Lost. Try to keep them from hopping through windows into the cabin, where they can attack both Sebastian and his Mobius partner. Torres has a health bar, so keep an eye on it. If her health drops to zero, she falls; you must heal her if you want her assistance in the fight. To heal, just stand next to her and hold down the Heal button shown onscreen until the meter fills up.

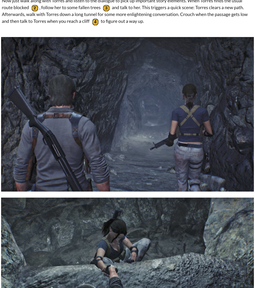
Look for ammo/health pickups around the rooms too. These pickups appear regularly, so grab them right away if you can.

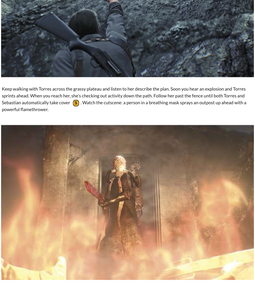


Indoor Barbecue

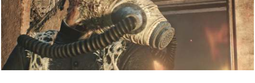
If you get overwhelmed inside the cabin, kick over the oil drum in the main room and lure attackers into the spill. Then shoot it to eliminate multiple attackers with a toasty Lost bonfire.

The attackers come in five waves. The first wave is already hitting the front windows where you start (1), after you clear it, a second wave hits the same place. The third wave bursts through the boarded-up windows in the back of the cabin. The fourth wave comes from both front and back. And the final wave is a pair of Spawn; one bursts right through the wall of the front room, and the other crashes in via a side window.





When the final wave is just down, your partner says "I think that's the last of them" and leads you through the hole in the wall made by the Spawn. In the next room, she introduces herself as Esmeralda Torres then pushes aside the tool chest blocking the front door. Before you follow Torres to her Safe House, scour the cabin for any pickups you missed. Look for a Locker Key statue up in the rafters, too.

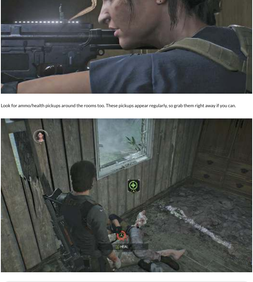


Locker Key Statue

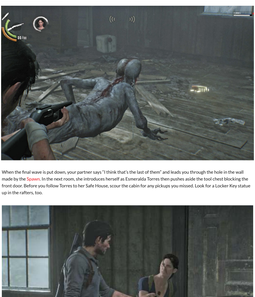
Look up through the ceiling hole in the second room of the forest cabin. The statue sits in the attic on the edge of the hole. When you shoot it, the key drops to the floor.

FOLLOW TORRES TO HER SAFE HOUSE

Now just walk along with Torres and listen to the dialogue to pick up important story elements. When Torres finds the usual route blocked (1), follow her to some fallen trees (2) and talk to her. This triggers a quick scene. Torres clears a new path. Afterwards, walk with Torres down a long tunnel for some more enlightening conversation. Crouch when the passage gets low and then talk to Torres when you reach a cliff (3) to figure out a way up.



Keep walking with Torres across the grassy plateau and listen to her describe the plan. Soon you hear an explosion and Torres sprints ahead. When you reach her, she's checking out activity down the path. Follow her past the fence until both Torres and Sebastian automatically take cover (1). Watch the cutscene: a person in a breathing mask sprays an outpost up ahead with a powerful flamethrower.



Story Walkthrough

Bottomless Pit

Destroying O'Neal's machine forces Theodore's domain out of hiding. But now Theodore demonstrates his power over STEM reality, pulling Sebastian into that domain—a dark, bloody swamp—where he must confront his own fears and failures.

OVERVIEW

OBJECTIVES

- Use the Communicator to find where Lily's voice is coming from
- Search the house Collectibles
- 1 File
- 1 Slide

USE THE COMMUNICATOR TO FIND WHERE LILY'S VOICE IS COMING FROM

First, make sure your weapon clips are fully loaded. Then Equip your Communicator and lock on to the "Unknown Resonance" to reveal it as "Lily's Voice." As you start, note that the Communicator's distance meter shows you're about 200 meters away from the source of the signal. En route you'll pass some odd ruined structures lit by candles and strewn with a child's toys—Lily's toys, no doubt.

Start in the direction indicated by the waveform pointer, which leads you toward the only light you can see at first (2). But as you go, look left to see the twinkling of items (1) in the darkness. Head over to pick them up, but be ready for a Lost with an axe to take offense to your pilferage and rise up from the pile of corpses. Shoot him, grab his axe, then head toward that original light source (2) to find a broken wall section with a few play blocks scattered around candles.

Continue in the same direction toward more candles glowing (3) at the base of a creepy, towering statue—the same one you've seen elsewhere in Theodore's world. Grab the valuable Handgun Ammo Pouch sitting on the rock near the statue.

Get Through The Gates

Now follow the Communicator signal again, tracking Lily's voice toward a massive set of gates (4) where you find a frenzied Lost tearing at a corpse. Creep up for a Sneak Kill, but be ready—you'll draw the attention of other Lost, plus a new type of enemy, the massive Glutton. (See our Glutton Notes.) When you see the Glutton, sprint away to get distance before it explodes! Note that if you returned topside after viewing the Residual Memory of Hoffman talking to O'Neal in her Safe House, you may have already met a Glutton.

GLUTTON NOTES

The Glutton has only one attack, and can employ it only once, but it inflicts heavy damage. The big fellow lumbers close to targets, starts glowing and swelling up, and then self-detonates in a tremendous explosion. The damage radiates outward, lessening with distance. Thus, when you see the Glutton glow, sprint hard away from it! One other note: you can Sneak Kill a Glutton, but only when it's not swollen.

Now you can go to the crank just left of the gates and operate it to open them up. Step through the gates to see Lily's tricycle half-submerged in the murky red water.

OVERVIEW

Theodore's Domain: Second Area

Find The Source Of The Signal

From the tricycle (5), veer slightly rightward to go around the wall section where you can see a giant flaming statue on the other side. Watch out for another Glutton pacing nearby (6); eliminate him from a good distance with a single Sniper Rifle shot to the head.

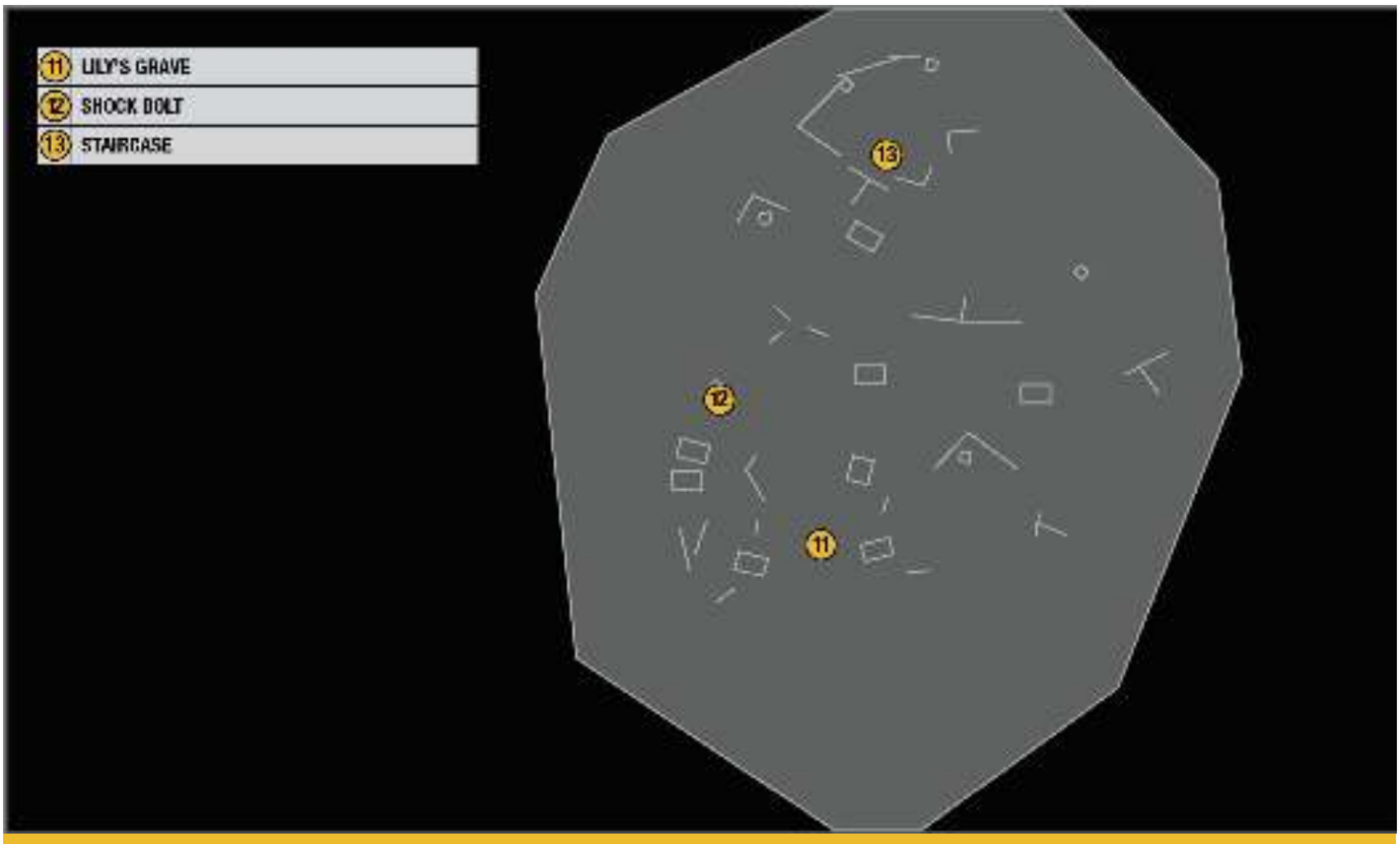
This may bring a few Lost out to investigate; dispatch them with your method of choice. Then move around the wall to the base of the burning statue 7 where other Lost may be gesticulating in wild worship of the statue. Eliminate them and pick up the book page sitting on the altar. Grab the Harpoon Bolts too.

“Burnt Page from ‘Submit to Freedom’ 2”

Find this page from Theodore’s book sitting on the altar in front of the huge burning girl statue.

Wade to the nearby small wall section (8) with Lily's framed drawing of her family. The handgun sitting on it provides extra bullets and a bit of irony. Continue on to the next illuminated piece of home (9) : a stroller, cabinet, painting and suitcase. Then follow the signal to the unsettling recreation of Lily's bedroom (10) , door and all. Step around the door and approach the doll floating on the water to trigger a vision: Theodore digs away at Sebastian's guilt.

OVERVIEW



Theodore's Domain: Third Area

Now a new Resonance signal for Lily's voice leads ahead through great churning oil pumps to Lily's grave (11), an area patrolled by several Spawn. If you need extra juice to kill them, you can find a Shock Bolt (12) off to the left that can immobilize a Spawn for several seconds while you get in close for multiple headshots on the beast. Or you can just follow the signal directly ahead to find the staircase (13) leading down, with a couple of Lily's toy blocks at the top.

Go down the stairs, which turn into a ramp. Follow it all the way to a dark chamber and continue toward the dark figure as suddenly Lily appears and dozens of candles illuminate. Approach her to trigger a long cinematic sequence starring Lily and Theodore, then Esmeralda Torres and a swarm of Lost attackers.

Story Walkthrough

Stronghold

The Sanctuary Hotel is right on the edge of the maelstrom of fire surrounding Theodore's stronghold. So, it's a good place for Sebastian to meet up with Yukiko Hoffman and the device she claims can help pierce the firestorm.

OVERVIEW

OBJECTIVES

- Make your way through the remains of Union to reach the Hotel in the Business District
- Speak to Yukiko to begin the trip to Theodore's stronghold
- Defend Yukiko as you push toward Theodore's stronghold Collectibles
- 1 File

MAKE YOUR WAY THROUGH THE REMAINS OF UNION TO REACH THE HOTEL IN THE BUSINESS DISTRICT

Travel To The Business District

Before you set off for the Business District, be sure to pick up Esmeralda's awesome Assault Rifle. This weapon inflicts damage fast, but it also expends its ammo at a very rapid clip. We also suggest you fill up your full stock of Sniper Rifle Cartridges; several imposing foes loom ahead in this chapter, and one is best engaged from a distance. Then head through the Exit D5 door and travel back to the Post Plus Safe House 1.

SIDE MISSION: "THE LAST STEP"

After you go through the Exit D5 door and step into the port computer room, Sebastian automatically gets a call from Julian Sykes, asking for help. This adds the third and final side mission associated with Julian Sykes, "The Last Step," to your Missions list.

This is available only if you completed the two earlier side missions for Sykes, "Out in the Open" and "Getting Back Online." (We covered these back in Chapter 7.) Your next move is to visit Sykes in his Safe House when you get back to the Business District. Check out our walkthrough of the mission at the end of this chapter.

Defeat (Or Evade) The Harbinger

Be sure to scour the Safe House for new pickup items, including a jar of Red Gel in the Mirror Room and a Locker Key statue in the outer vestibule near the corpse that still lies there. Then exit to take a look at how the district has been transformed. Theodore's stronghold is a towering edifice of fire, and his minions control the town now: Disciples, Gluttons, and a crew of powerful flame-throwing Harbingers. The only upside is they've snuffed out most of the Lost.

Locker Key Statue

When you return to the now-devastated Business District, find this statue in the entry room of the Post Plus Safe House.

One Harbinger is just across the street, cleansing the Lost from the grass around the Post Plus storage hut (2). Let him finish up his work burning monsters before you intervene. You may recall from battling O'Neal that Harbingers can absorb a lot of punishment while dealing deadly flame attacks and/or bludgeoning foes. So, you may want to just sneak past him through the foliage on the left side of the brick building. But where's the fun in that? Also: Harbingers spill a lot of Green Gel when they expire, so it's worth the kill. And you can pick up something else he drops that can be very valuable to you later.

Two good options:

- Set up with your Sniper Rifle in the Post Plus parking lot and nail him from afar. Depending on how much you've upgraded your rifle, it can take three to five good headshots to finally bring him down. Like we said, he's tough. (Note: If you don't have the Sniper Rifle yet, you can find one on the roof of nearby John's Coffee.)

- Or if you want to minimize ammo use—Sniper Rifle Cartridges are expensive—start by slipping in behind the Harbinger to execute a Sneak Kill. This won't take him down, and in fact, he'll respond by knocking Sebastian backward. But it does inflict a lot of damage on the Harbinger, enough so that after you sprint away and hide, you can likely drop him with just two Sniper Rifle headshots.

If you take down the Harbinger, be sure to scoop up both his Green Gel and his valuable Flamethrower Fuel Tank. You need two of these tanks before you can combine them with O'Neal's Broken Flamethrower (assuming you picked that up earlier, as in this walkthrough) to make a working unit.

Traverse The East Side Of The District

Head along the east side of the ravine behind the brick storage hut to see Disciples around a burning pile of bodies near the two derailed train cars (3). Try out Torres's Assault Rifle on these fiery creatures. Then find the Shotgun Ammo Pouch on a seat inside the first train car.

Now head southwest across the rear parking lot of the Juke Diner (4) and enter the back door. Inside, a Harbinger is torching the place, so crouch and sneak around the first corner to the left then enter the bathroom to find another Locker Key statue. Unfortunately, it's up high enough that you can't reach it with a melee strike, so you'll have to shoot the statue to get the key to drop. This alerts the Harbinger, so grab the key fast and hustle back out the back door.

Locker Key Statue

This statue sits on a high shelf in the Juke Diner restroom.

If you want, you can stalk the Harbinger around Juke Diner and try to take him down so you can acquire the second fuel tank you need to create a working Flamethrower. (You can open your Arsenal Menu and Field Craft it on the spot!) Again, each Harbinger also spills a considerable amount of Green Gel, so don't forget to scoop that up. You can also find a crispy Mobius operative behind the diner's service counter with a good stash of Gunpowder.

Work Your Way West Down Main Street

From the street in front of Juke Diner, turn west toward Theodore's massive stronghold in the distance. Note that the main street from Devil's Own Taproom past the intersection (5) is patrolled by a formidable squad of Disciples and Gluttons. Pick off as many as you can from a distance with Sniper Rifle headshots. Nail the Gluttons first; you always want to engage Gluttons from long range.

When the intersection is cleared, find the fallen Mobius operative lying on the street next to an APC; loot the body for a whopping 250 Weapon Parts! Then spot the Locker Key statue sitting above the intersection. Finally, head inside the Devil's Own Taproom and find another statue in the back room.

Locker Key Statue

This statue is perched on the stoplight support bar above the intersection near the Devil's Own Taproom. Shoot the statue; the key drops to the street.

Locker Key Statue

This statue sits on the floor in the back room of the Devil's Own Taproom.

Now let's find three ammo pouches stashed nearby. First, exit the Taproom and go left down the next street until you reach an alley on your left. Move past the pile of burning bodies to find a fallen Mobius operative with an Assault Rifle Ammo Pouch 6 .

Next, step back into the street, head back north to the intersection 5 , and then veer leftward toward the entrance gate to Krimson Plaza 7 . Watch out for another Harbinger roaming the area, looking for stuff to burn.

Take out the big-snouted arsonist then find a Locker Key statue behind the shattered wall next to the plaza entrance. Continue through the plaza to the parking lot north of Sykes's Safe House to find a Sniper Rifle Ammo Pouch guarded by three Disciples and a Glutton. Is it worth it? Sure, it is.

Locker Key Statue

This statue sits in the ruins of a blasted building next to the entrance to Krimson Plaza.

VISIT SYKES FOR THE SIDE MISSION

When you reach the Krimson Plaza, enter Sykes's Safe House and talk to Julian Sykes to get the next objective for "The Last Step" side mission. Check out our walkthrough of the mission at the end of this chapter.

Return to the main street, turn left, and head toward the Sanctuary Hotel (9) on your right. Turn right just before the hotel and head down the alley to find another Assault Rifle Ammo Pouch around the corner behind the hotel. Then enter the hotel lobby where Sebastian automatically calls Yukiko Hoffman. Watch the cutscene as Hoffman gives Sebastian a rundown on O'Neal's odd-looking device.

SPEAK TO HOFFMAN TO BEGIN THE TRIP TO THEODORE'S STRONGHOLD

Before you talk to Hoffman again to trigger the next phase of the mission, grab all the goodies piled on the coffee table, including a journal stashed in the equipment duffel. Find the Mysterious Mug on the counter behind the reception desk, too. Then use the Mirror to travel to Sebastian's Room for crafting and upgrades. Save your game and return, then talk to Hoffman and tell her you're ready to go.

"Hoffman's Journal"

This journal is tucked into the equipment bag sitting on the coffee table in the Sanctuary Hotel lobby after Sebastian and Hoffman meet up there.

Mysterious Mug

Look behind the reception desk at the Sanctuary Hotel to find the Mysterious Mug sitting on the counter.

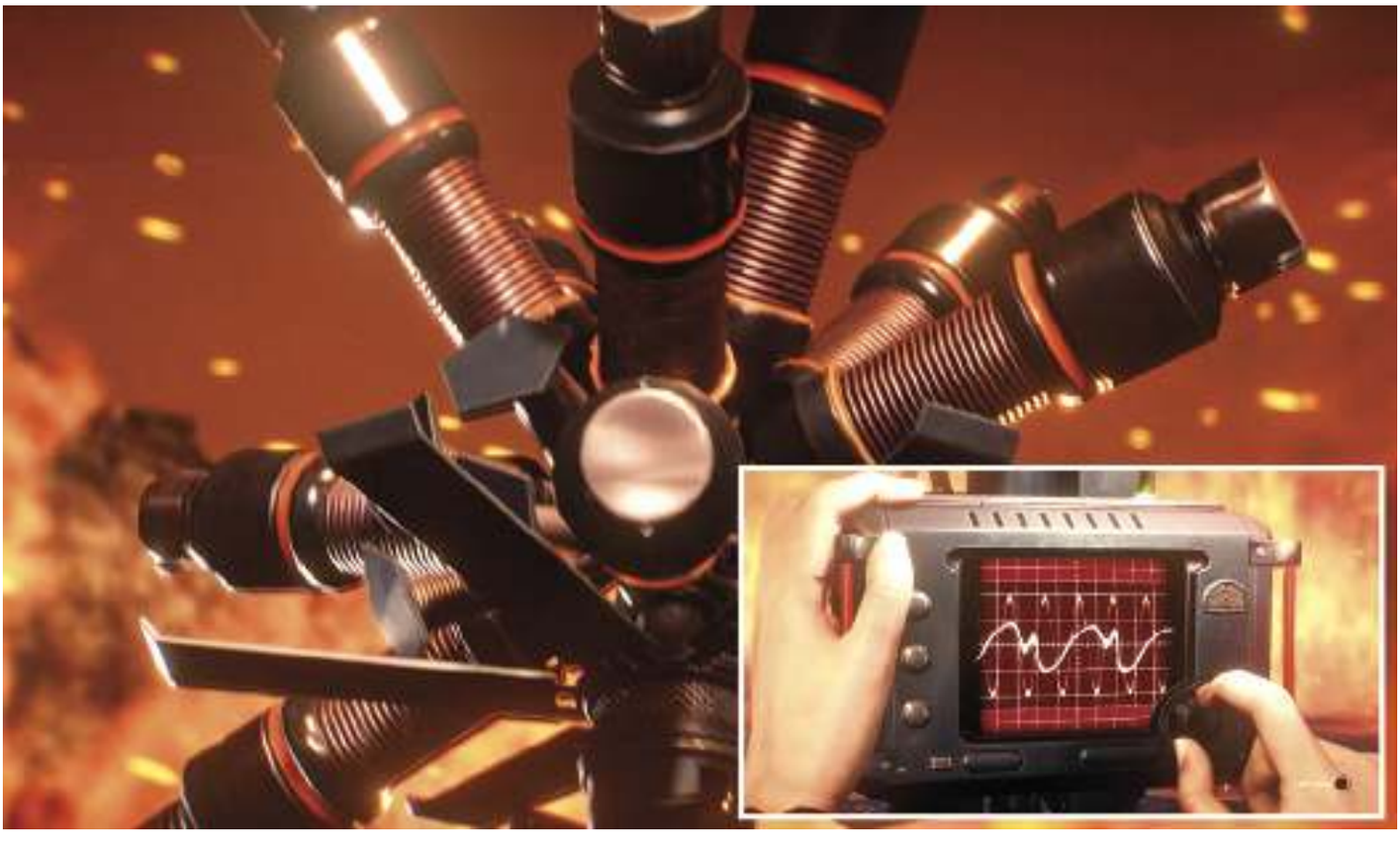
UPGRADE REMINDER

We hope you've been relentless about gathering Weapon Parts and Green Gel, and then spending them on weapon and ability upgrades. Higher level guns and skills can make your progress through STEM much easier.

DEFEND HOFFMAN AS YOU PUSH TOWARD THEODORE'S STRONGHOLD

Hoffman activates the device and starts walking through the fire barrier. When control returns (10), walk with her and shoot any evil creature that tries to make a run through the fire. Stay inside the dome of protection! Watch out for attackers from both front and rear. At one point (11) the Stabilizer malfunctions a bit, so Hoffman has to make some adjustments. Keep defending her as she fixes the device and starts moving again.

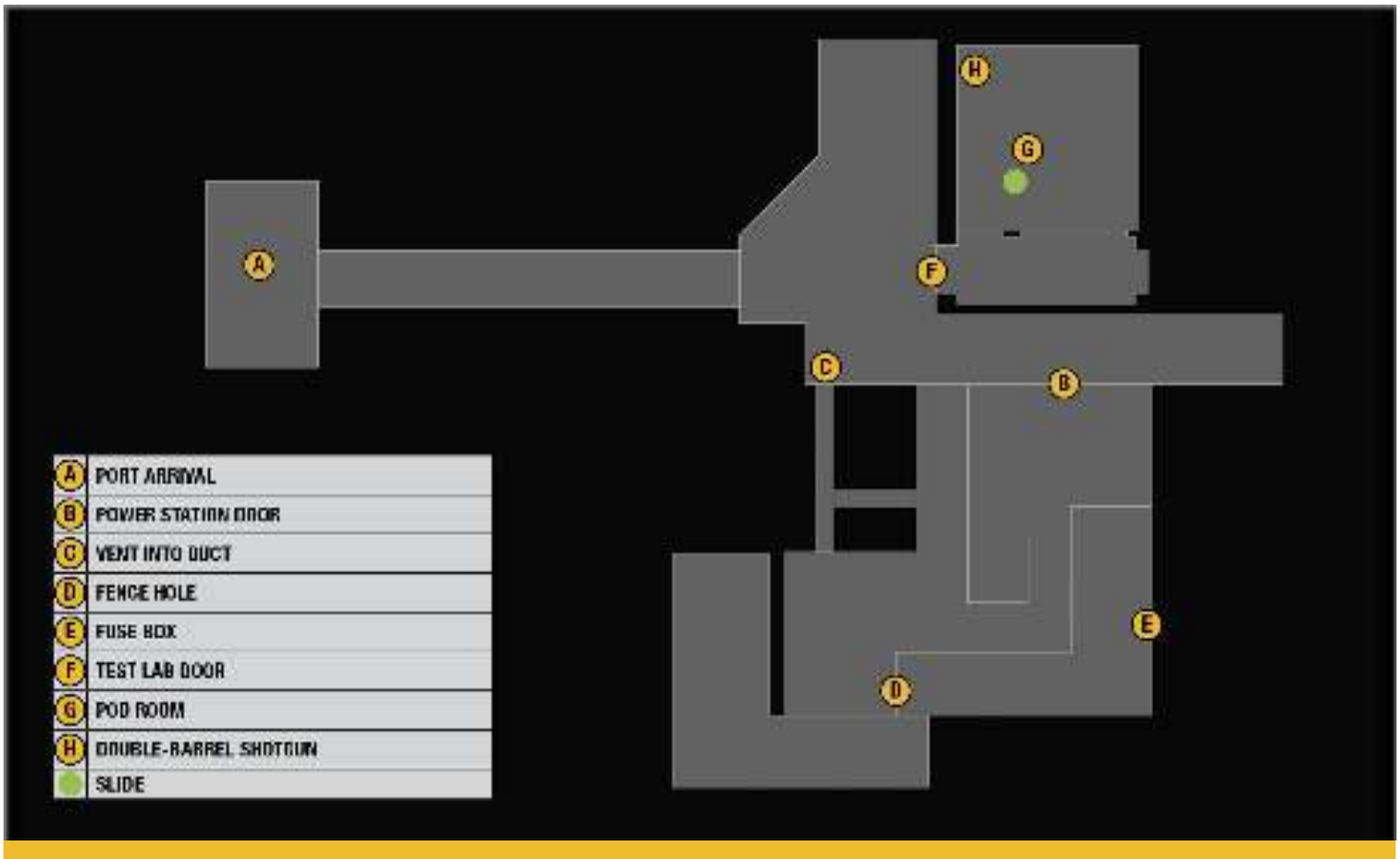
It's slow going, so stay sharp and try to pick off the Disciples before they burst into your protected dome. Listen for their roars as an early warning of approach. Soon the device needs adjusting once more, so Hoffman has to stop again (12). After you fend off a few more waves of attackers, a cutscene is triggered: Watch the dramatic conclusion to the long walk through the firestorm as Sebastian finally reaches the stronghold (13).



SIDE MISSION: "THE LAST STEP"

This mission is available only after you complete both of the previous side missions for Julian Sykes, "Out in the Open" and "Getting Back Online." (We covered both of these where they first become available, back in Chapter 7.) If you did so, Sykes is waiting for you in his Safe House in the Business District.

OVERVIEW



The Marrow: Experimental Wing

OBJECTIVES

- Head over to Sykes's Safe House
- Access the Experimental Wing of The Marrow, clear out any enemies, and get the power back on
- Make sure there are no enemies and call Sykes from the pod room

- Collectibles
- 1 File
- 2 Slides

HEAD OVER TO SYKES'S SAFE HOUSE

Travel back to the Business District and enter Sykes' Safe House off of the Krimson Plaza. Talk to Sykes and ask him all questions to get your new objective. He points out a new Mobius travel computer across the room.

ACCESS THE EXPERIMENTAL WING OF THE MARROW, CLEAR OUT ANY ENEMIES, AND GET THE POWER BACK ON

Use the new computer to travel to The Marrow's Experimental Wing. Loot the arrival room and exit via the only door. Proceed down the corridor and through a second set of doors to see the Test Lab entry directly ahead; it's locked because the power is out.

Just around the corner you find the doors marked “Power Station” (B) ; they’re locked too, so you’ll have to find a different way in. Find the vent opening (C) with its grate cover torn off. Crouch and go through the duct to reach the Power Station.

Find The Fuse Box

Creep across the room and Sneak Kill the Lost hammering at the door with its back to you. Then turn left and crouch through the hole (D) torn in the fence.

Creep down the passage and spot the fuse box (E) on the wall up ahead. As you approach it, a pair of Lost will attack from the left. Take them out and then investigate the fuse box to open it. Flip switches (numbered left to right) 1, 2 and 4 to light up exactly ten bulbs. The power comes back on.

MAKE SURE THERE ARE NO ENEMIES AND CALL SYKES FROM THE POD ROOM

The power restart awakens a few more Lost in the wing, so spend a minute wiping them out for Sykes. If you stay near the fuse box, the first wave pushes through the same gate one at a time, making it easier to pick them off and avoid getting swarmed. When you approach the Power Station exit (B), two more Lost burst in. Dispatch them, head around the corner, and enter the Test Lab (F). Sebastian automatically calls Sykes. After a scene break, Sykes has arrived and prepares the pod at the Test Lab workstation. Then he hops into the pod and disappears.

Technically, this completes the side mission. But before you go, enter the pod room (G) to grab a slide on the tray table; open the Mobius weapon crate (H) to find a gleaming Double-Barreled Shotgun; and operate the control monitor to hear a Mobius researcher report on the success ratio of the STEM Pod project.

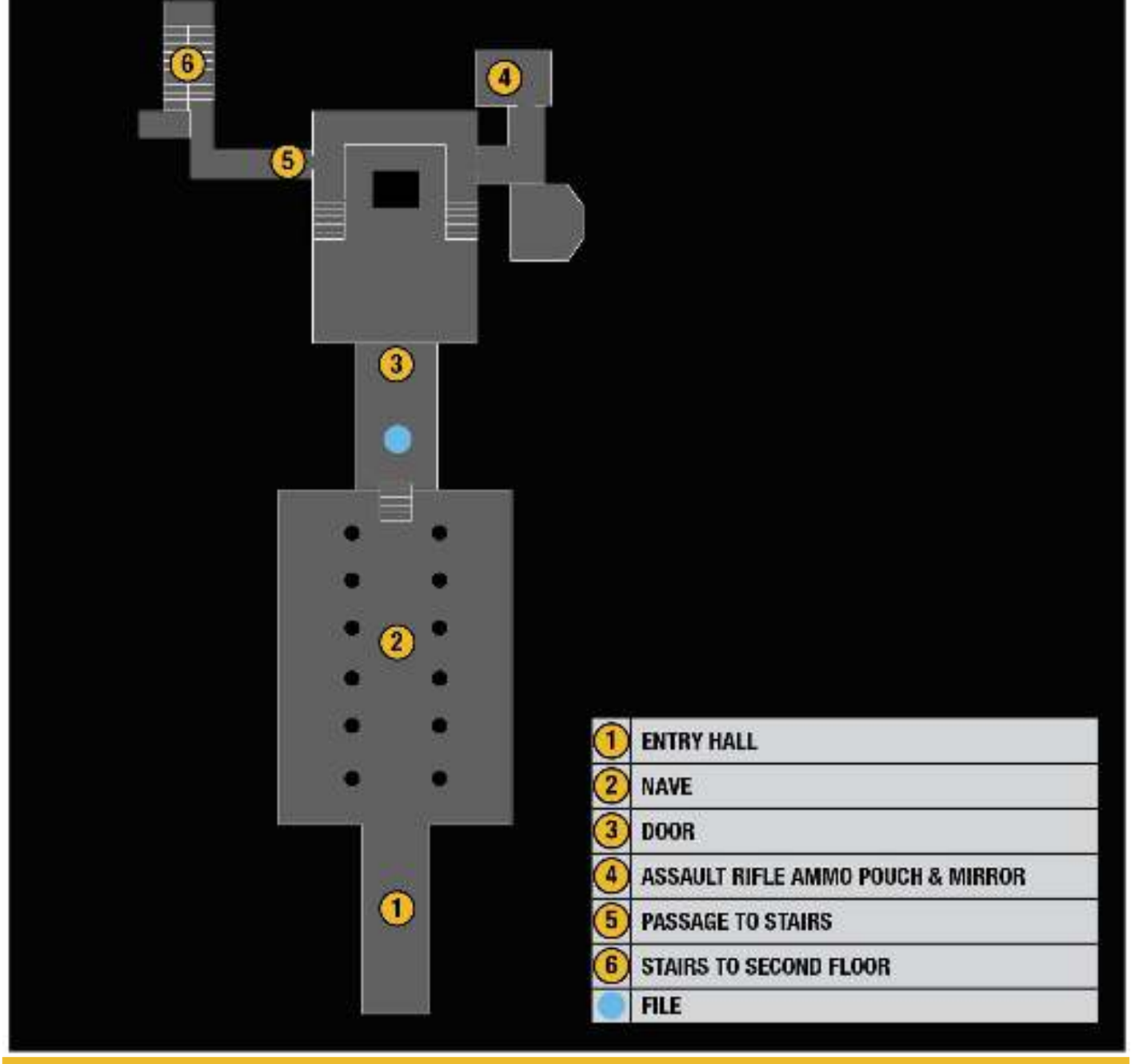
WEAPON: DOUBLE-BARRELED SHOTGUN

Story Walkthrough

Burning the Altar

Sebastian has a lot of good folks to avenge now. Theodore's multi-leveled edifice is imposing and patrolled by Disciples, Spawn and other savage monsters. Flame-jet doorways block many passages. And two special servants of the master await you on the way to his throne room.

OVERVIEW



Theodore's Stronghold: First Floor

OBJECTIVES

- Climb Theodore's stronghold to confront him

COLLECTIBLES

- 2 Files
- 1 Residual Memory

CLIMB THEODORE'S STRONGHOLD TO CONFRONT HIM FIRST FLOOR

This first level of the tower is a cavernous, cathedral-like space with a simple layout. Proceed down the long entry hall (1) into the big open area (2) for the congregation. You can explore this space to find a small handful of pickup items, and then climb the stairs in front. Approach the lone altar and grab the page of scripture sitting there. Then push through the big doors at the back of the nave (3).

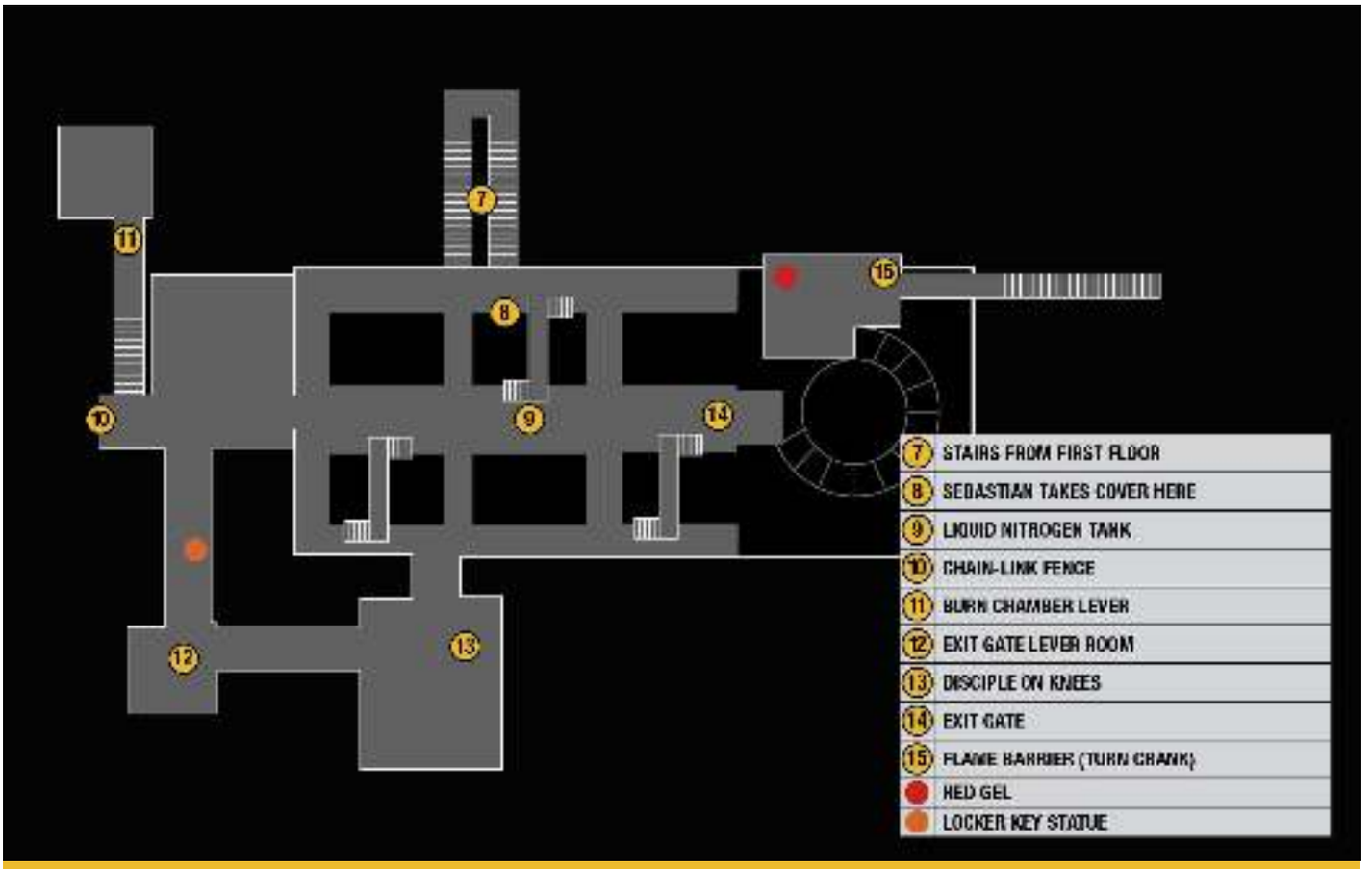
“Theodore’s Scripture 1”

Find this page on the altar in the stronghold’s first-floor cathedral.

Sebastian sees a figure on a rising elevator lift out of sight, and has a brief exchange with Theodore. Climb the stairs on the right and search the side chamber rooms for items, including an Assault Rifle Ammo Pouch (on a side table full of books) and a Mirror 4.

Then head for the passage 5 on the opposite side of the hall; it leads to stairs 6 that run up to the second floor. As you climb them, these stairs turn into a vision of a much longer staircase, which you may recognize from the beginning of the game, with another message from Theodore. At the top, open the doors.

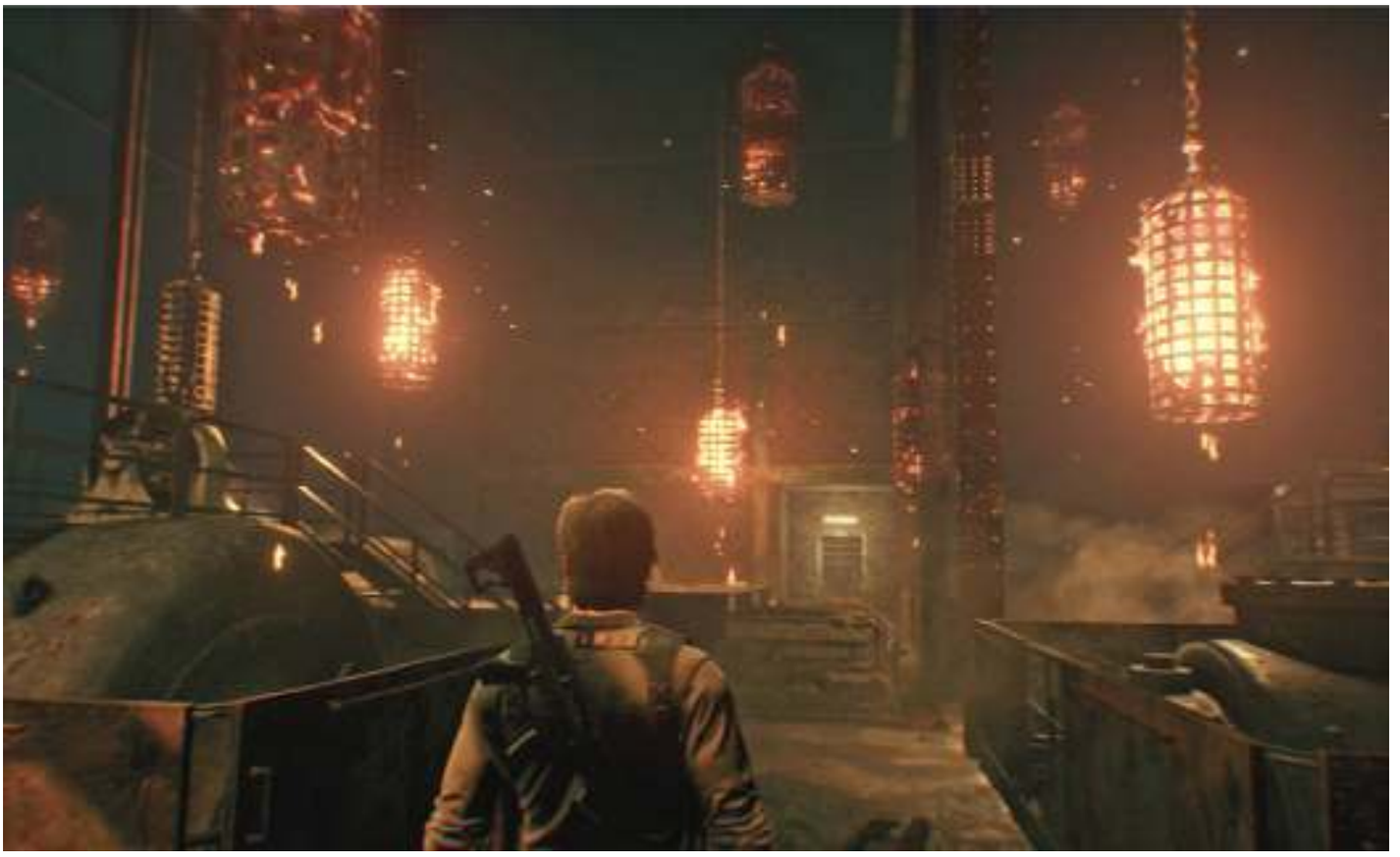
OVERVIEW



Theodore's Stronghold: Second Floor

SECOND FLOOR

Sebastian steps into a huge central generator room, hung with burning gibbets using corpses as the fuel. He automatically takes cover (8) as a squad of Disciples emerges and Theodore locks the exit gate. The doors lock behind you, so there's no returning to the first floor.



Try for a Sneak Kill or two to even out the odds, but remember that Sneak Kills don't work on Disciples when they're in their flaming state. The room gives you a number of walkways and raised platforms if you want to keep on the move while you're outnumbered. Shoot the liquid nitrogen tank 9 in the room's center walkway to freeze pursuers for a few seconds then blast them. When the area is clear of Disciples, explore the second floor for pickup items. (See our tip.)

Search the Bone Piles!

Keep a sharp eye on the ground as you explore the second-floor walkways. Several mounds of dirt and bones hold sizable stashes of pickup items.

Optional: Clear The Flame-Nozzle Chamber

Two side exits lead off the central chamber, but both ultimately lead to the same connecting passage. Head for the exit through which you see a flame-nozzle barrier behind a chain-link fence (10). Turn right and descend the short staircase to find metal gate (11) with Lost prisoners shut into a chamber behind it. There's a lever by the gate. When you approach the lever, another gate slides shut behind you, locking you in! This also attracts the attention of the horde in the chamber.

You can just shoot them all, right through the gate… but that's a waste of ammo. Instead, even though it seems risky, just pull the lever. This activates the flame nozzles inside the chamber, which burns the poor incarcerated Lost into charcoal briquettes.

When the nozzles turn off and the gate opens, enter the burn chamber with a full clip in your shotgun, because you're about to get ambushed. (Note that the exit gate that slid shut behind you won't open for a few more seconds.) Start scooping up Green Gel, crossbow bolts, and other pickup items, including some hidden in bone piles. When you examine one of the bone piles inside the chamber, two Disciples suddenly rise up from the ground! Gun them down fast. Exit and climb back up the stairs.

Find The Gate Lever

Take cover at the corner of the passage just across from the stairs and spot the Disciple in the room down at the far end (12). Nail him with a Sniper Rifle headshot from afar, or creep down the passage box to box and try for a Sneak Kill. Be sure to look inside the dumping hopper halfway down the passage to find a Locker Key statue. Then proceed into the room and pull the lever; this opens the exit gate (14) out on the main floor. You see more Disciples rise up to defend it!

Locker Key Statue

This statue is hidden in a dumping hopper about halfway down the long narrow passage near the lever that opens the second-floor exit gate.

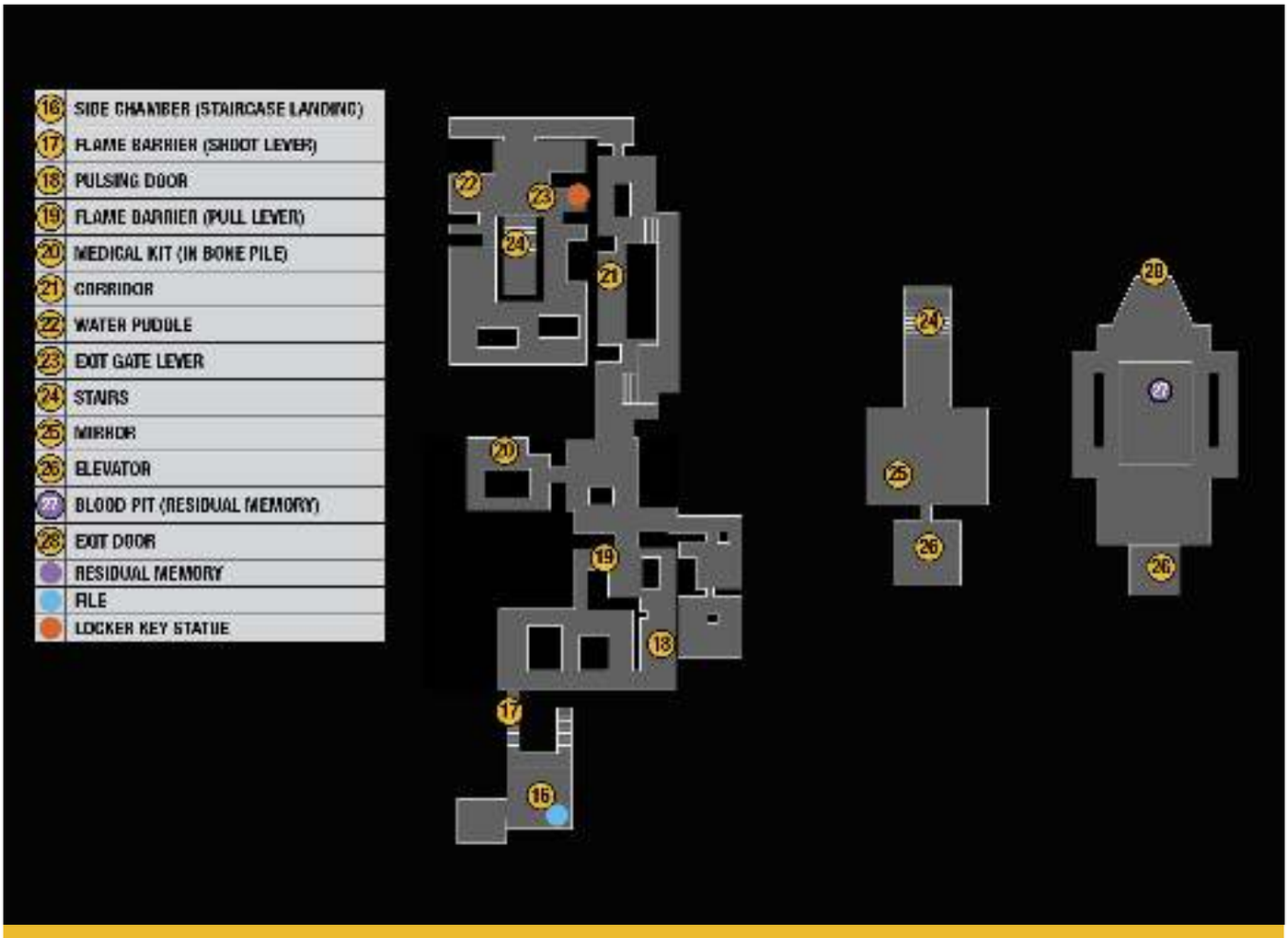
Get To The Exit Gate

Move stealthily down the next long passage to see a Disciple on its knees (13), raptly worshipping a cadaver harpooned to the brick wall. End its rapture with a Sneak Kill while he's not flaming, or just blast the back of his head with a shotgun, and then snag the Harpoon Bolts.

Get To The Third Floor

Clear out or sneak past the big squad of new Disciples out on the main floor, then go through the now-opened exit gate (14). (It slams shut and locks behind you.) Climb the long winding staircase up to the first landing, where you find a jar of Red Gel. Tap the control shown onscreen to rotate a wheel crank (15) that turns off the flame-nozzle barrier in the doorway.

OVERVIEW



Theodore's Stronghold: Third Floor

Climb more stairs to another landing with a chamber door halfway up. Enter the chamber 16 to discover more writing from Theodore on a table, plus another Mirror in a side room. Then exit the chamber and continue up the stairs to the third floor.

"Theodore's Scripture 2"

This page sits on a worktable in the side chamber off the stairs that run between the second and third floors of Theodore's stronghold.

THIRD FLOOR

Get Through The Flame-Nozzle Barriers

When you reach the flame-nozzle barrier at the top of the staircase 17, a gate locks shut behind you. Shoot the small lever (circled in our shot) above the barrier to clear the doorway, and enter.

The next small area features a Disciple and a couple of Lost with metal masks that make headshots less effective. Try stealth for Sneak Kills here. Note the pulsing door 18 ; a Disciple and a Lost lurk behind it, so have a Shotgun ready when you open it! Enter the room beyond and grab the Hand Axe stuck in the Lost corpse. Then go back through the door and pull the lever 19 to open the next flame-nozzle barrier.

This floor might seem like a maze, but all paths flow you in the same direction eventually. Pull or shoot levers, or turn wheel cranks to shut down the flame-nozzle barriers in doorways, and keep moving. You find a Medical Kit 20 buried in a bone pile in one side room; keep moving down the corridors 21 . Stay wary for Disciples and other bad guys roaming the passages.

Shock The Spawn

Eventually you reach a room with a big puddle of water 22 and a gate lever 23 . Wield your crossbow and switch to its Shock Bolt ammo. When you pull the lever, you lock yourself into this enclosure and a Spawn suddenlyemerges from the floor next to the lever. You can't escape until you defeat it… and a couple more of its siblings, who show up soon too.

Lead the Spawn into a puddle and fire a Shock Bolt into the water to immobilize it for a few seconds. During this time, kill it with a volley of close-range headshots while it shivers with electricity. When the two other Spawn pop into the enclosure, use the same tactic; note that there's a second water puddle in the back of the area, plus a liquid nitrogen tank that you can shoot to freeze any beast nearby.

After the battle, find the Locker Key statue in the pipes above. Then head through the newly opened gate and climb the stairs (24) to a Mirror (25) and an open elevator (26). Use the Mirror first! This is your last chance to head back to Sebastian's Room to craft as much ammo as you can and buff up your skills for a set of very tough fights ahead. Then return and step into the lift.

Locker Key Statue

After you defeat the Spawn in their enclosure and the gate to the third floor opens, look up to find this statue sitting on a pipe near the ceiling. Shoot it to get the key.

THRONE ROOM

The elevator automatically carries Sebastian up to Theodore's throne room. Move around the pit and climb down the ladder into the pit of blood. Step to the center to see the shadow of a Resonance Point 27 , and use your Communicator to tune it in. Afterward, find the Medical Syringe and Shotgun Shells in the pit; you'll need as much help as you can get. Then climb back up the ladder and go through the partially opened tall doors 28 .

"Evil Alliance"

Tune in this memory in the center of the blood pit after you ride the elevator up from the third floor of Theodore's stronghold.

MEET AND BEAT THE THREE BOSSES

Sebastian and Theodore meet face to face once again. The evil master makes yet another attempt to play on Sebastian's guilt and pain about Lily, but then changes tactics. He conjures a different memory—a frightening nemesis from Sebastian's past.

Defeat The Sadist

When you gain control, sprint away from the Sadist to the door down the Beacon hallway and kick it open. (Don't let the Sadist catch you; it's instant death for Sebastian.) Keep sprinting down the next stretch of corridor until a cutscene takes over: Sebastian literally turns the tables on his foe.

When the cinematic ends and you regain control, slowly walk forward until Sebastian stands blade to blade with the Sadist. Tap the Cut button indicated onscreen until you win the standoff in spectacular if somewhat grisly fashion. But victory is short-lived, as Sebastian is tugged back to the stronghold to face a second monstrous enemy.

Defeat The Keeper

Here's an overview of The Keeper's lair.

Fans of *The Evil Within* (this game's predecessor) will also recognize The Keeper and his massive meat tenderizer. He is still deadly, swinging his hammer and his sack of victims' brains in vicious melee swipes. He also has a surprisingly nimble dash and tackle move.

Tips from the Testers

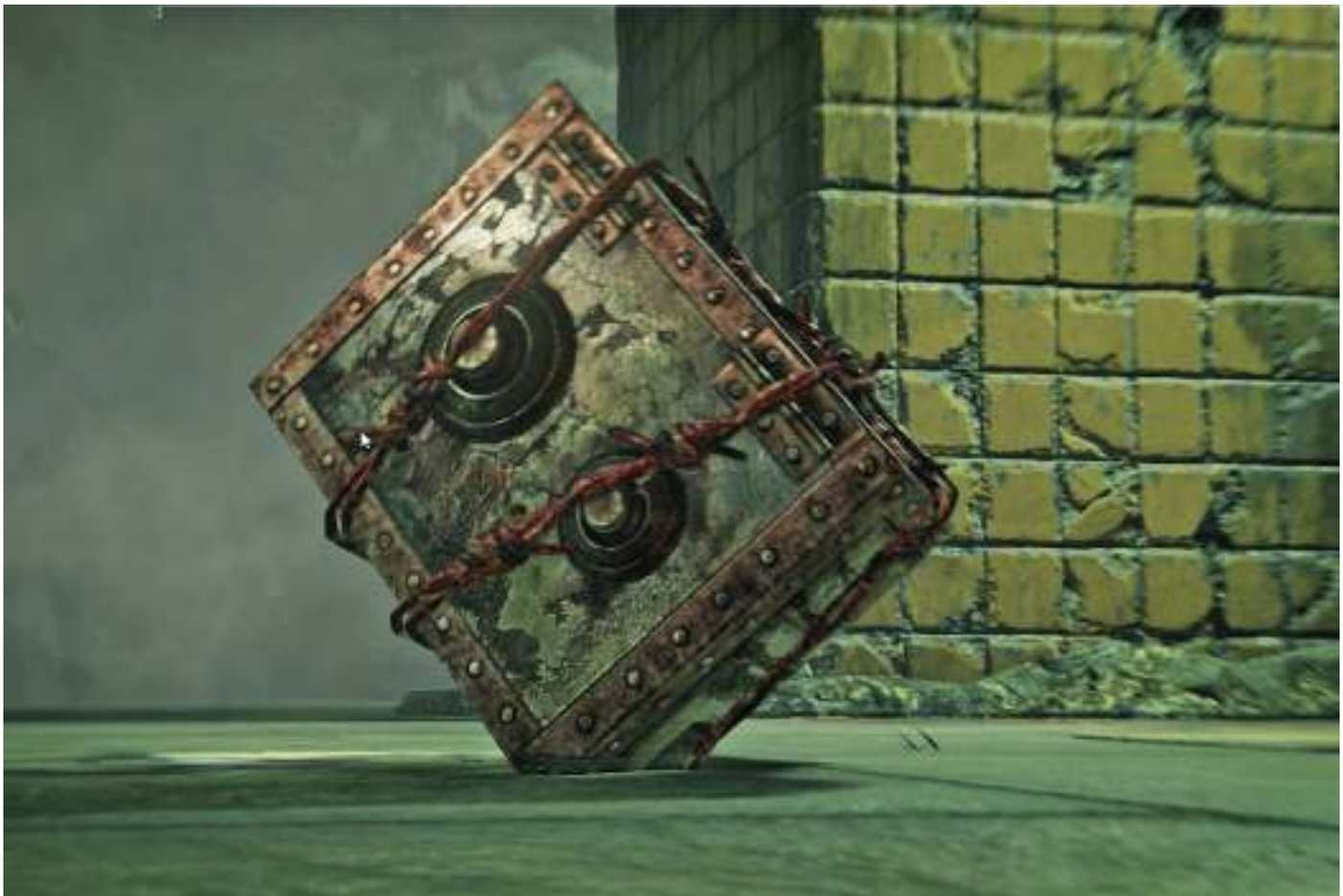
Stay mobile, and watch out for his running attack.

When possible, use Shock Bolts to stun and create a window of opportunity.

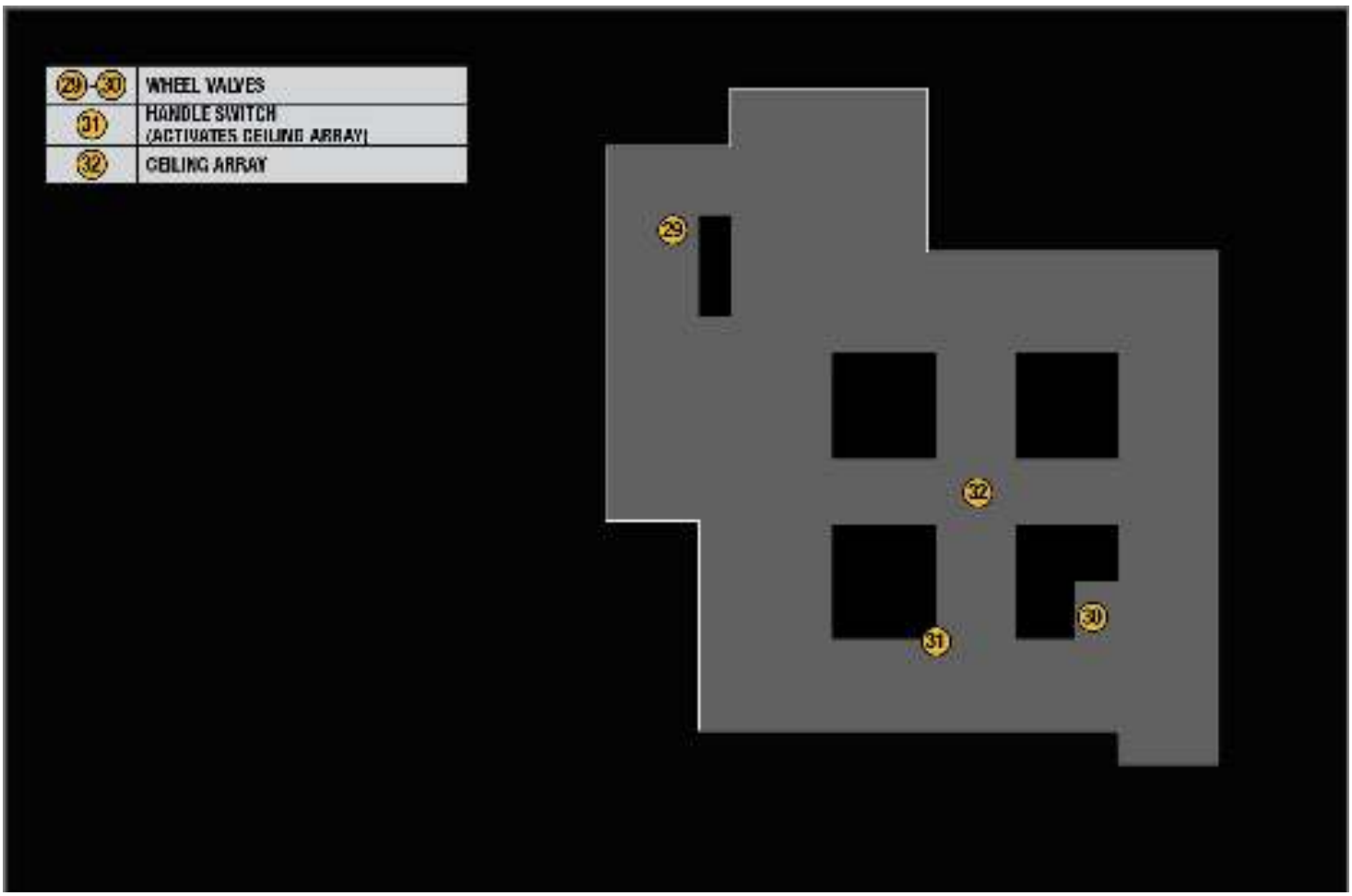
The Keeper is a large target in a small space, perfect for using the Shotgun to your advantage.

This is a pretty straightforward fight. If The Keeper gets you cornered, dodge to the side and run the moment he begins his swing move. Target his midsection with shotgun blasts to stagger him briefly as he approaches, giving you a chance to dart past him and run down the passage.

At one point, you seem to defeat The Keeper as his box-head drops to the ground and disappears. But seconds later he reappears… as twins. Now you have to kill them both. Continue fighting using the same tactics, but be aware that a second Keeper might be just around the corner as you flee the first one! When both Keepers finally drop, something emerges from the fallen box-head. Once again, it's a blast from the past for Sebastian and fans of *The Evil Within*.



Defeat Laura



Laura has just two attacks, but her nail-scratch inflicts *huge* damage per swipe, and her grab means instant death. Her physical movement is not particularly fast, but she has a teleport burst-move that zaps her several times rapidly across space. Keep in mind what our QA experts point out: her primary vulnerability is to fire. As Sebastian says when he sees her, "I burned you once… and I'll do it again."

Tips from the Testers

Remember: Laura's weakness is fire. (Fans of *The Evil Within* know this!)

Examine the environment carefully. Note the valves that can be opened to allow flames to pour down in specific locations. If these flames strike Laura they inflict heavy damage.

Use Shock Bolts at close range to temporarily stun her and leave her vulnerable. (Just beware her teleport!)

The easiest way to "burn" Laura is to discharge a Flamethrower at her. If you took the Broken Flamethrower from the fallen O'Neal (as in this walkthrough) and then repaired it by adding two fuel tanks picked up from fallen Harbingers, you've got what you need. Unleash the stream of fire and keep your finger on the trigger until the tank is empty

However, if you don't have a functional Flamethrower, or you used up its fuel already, you have another "burn" option. Laura's lair features two wheel valves (29 , 30)that can pipe a stream of fire to a ceiling array of flame-nozzles 32 in the passages. Both valves must be turned on for this to work, however. When both are on, you pull the wall handle switch 31 to shoot searing jets of flame downward from the ceiling nozzles for several seconds.

Wheel Valve (2)

Handle Switch

HANDLE SWITCH

Turning on each valve takes a few seconds of button-tapping, and if Laura arrives during the effort she'll grab Sebastian, pin him to the ground, and murder him. One solution is to fire a Shock Bolt into Laura then quickly turn the wheel valve while she twitches.

If you manage to get both valves turned on, maneuver Laura under the ceiling nozzles and then quickly pull the wall handle to catch her in the flame blasts, she's toast—you win.

Watch the chapter-ending cinematic: the game changes for Theodore and Sebastian as another major player in the struggle for Lily emerges again. With a wave of her hand, she turns Theodore's "stronghold" into a ruined wreck. When Sebastian wakes up, exit via the tall doors to end the chapter.

Story Walkthrough

The End of This World

Not only is Theodore's stronghold a ruined husk; the entire STEM town of Union has been torn apart as well. Myra is down there somewhere. Sebastian wants to convince her to forsake her terrifying new form and join him with Lily as a family again. But it's a long way down the broken tower…

OVERVIEW

OBJECTIVES

- Search for Myra
- Follow Myra through the remains of Union
- Defeat the enemies and chase after Myra

COLLECTIBLES

- None

SEARCH FOR MYRA

Turn and exit via the tall doors. Veer right and head under the fallen I-beam to follow the only route that leads down. After a few yards a quake loosens the ground and Sebastian falls to a lower slab. Find the only route through the debris to a staircase leading down.

At the bottom, turn right and cross the broken floor to the open door, grabbing pickups as you go. Move through the bubbling white goop and swirling mist to trigger a cutscene: Sebastian catches up with Myra, who is deeply conflicted about how to deal with him as she seeks to protect her daughter.

FOLLOW MYRA THROUGH REMAINS OF UNION

Go through the hole into the next room and head downstairs to find a Mirror! Before you use it, go through the doorway and find a box of High-Grade Weapon Parts, very useful for weapon upgrades. Now use the Mirror—go craft as much ammo as you can, and make sure your guns and skills are as upgraded as possible.

Craft Cartridges Now, Save Them for Later

We recommend that you craft as many Sniper Rifle Cartridges as possible during this Mirror trip back to your Workbench in Sebastian's Room. Don't use them until you meet the boss later in this chapter.

Proceed down the stairs. When you reach the bottom landing, turn left and work your way past the overturned APC to find a Mobius crate that you can loot. Then continue down the slope to the ruined Union street. (After you climb down off the last ledge, you won't be able to get back up.) Sebastian spots Myra and calls to her. In response, she raises a barrier and summons three strange creatures to stop Sebastian's pursuit.

DEFEAT THE ENEMIES AND CHASE AFTER MYRA

Ruined Union Street: Upper

Sebastian automatically ducks behind a van. These new enemies are Albedos, and they aggressively search for you. The Albedo is much tougher than standard Lost; it takes several headshots to bring one down. When it dies, it shatters into pieces. But they are susceptible to Sneak Kills, so use cover and stealth to take down at least one or two of them, if you can. When you eliminate all three Albedos, Myra's barrier is disabled and you can proceed down the street.

ALBEDO NOTES

Back away fast then dodge when an Albedo comes for you. Its attacks are much like the Lost's, but it is much more durable. It relies on a basic punch, and then if it manages to grab you, the Albedo will repeatedly punch or strangle you, inflicting steady damage per second until you can break free. Even if you shoot off its legs, the Albedo can make a crawling ankle grab.

But before you continue the chase, loot the building with the "Agent on Duty" sign out front. You can find a lot of pickup items here, including precious ammo. Then press forward up the street until you spot Myra again. Now the ground breaks apart again, and Sebastian falls to a lower section of Union street… also blocked by Myra's barriers.

Ruined Union Street: Lower

A bigger squad of Albedos is stationed here. As before, they search vigorously, and then swarm aggressively if they find you. Try to Sneak Kill at least one or two before you end up in open combat. If you must fight, run to the far side of the area to find a pair of oil drums; kick them over and shoot the fuel spill when your pursuers step into it.

When the last Albedo drops, the barrier breaks and you can continue tracking Myra. Keep following her until you hop down onto an overturned truck, then onto the ground. (You can't go back now.) When you step forward, a quick cutscene plays: Sebastian spots Myra again, but a powerful new foe climbs up a power pole to cut off your pursuit.

Defeat The Effigy

This is the Effigy, and it's a nasty boss. The first thing to know is that this creature is like the Watcher in that its weak spot glows red—in this case, the glowing red heart-like organ in its midsection. Headshots inflict extra damage too. So, every shot you take should target those spots.

Also note that the Effigy is immune to Shock effects—after all, it's carrying an electric power pole—so don't waste your Shock Bolts on this creature. Finally, as our QA experts point out, beware its rhino-like charge and its shocking pole-slam. Both of these attacks hurt quite a bit.

Story Walkthrough

In Limbo

Sebastian sees his old house at the top of the slope, a final surviving remnant of the STEM world. How did it get there? Surely Myra's new and terrible powers have something to do with it.

OVERVIEW

OBJECTIVES

- Make your way back home

COLLECTIBLES

- 4 Residual Memories

MAKE YOUR WAY BACK HOME

Start climbing. You'll reach the house eventually, but on the way, you encounter a series of four Residual Memories that fill in the last layers of the narrative. The first one is not far up on the left side of the slope under a tall, tattered banner waving in the wind. The second is further up the slope, next to an angel statue and a tall pillar.

"Saving Lily"

Find this memory of Myra, Kidman and Theodore under the tall banner up the left side of the slope. When you approach the shadows, the memory triggers automatically.

"Last Goodbyes"

Find this memory of Myra, Kidman and Theodore under a towering pillar next to an angel sculpture. When you approach the shadows, the memory triggers automatically.

From there, veer rightward toward the ruined building to find the third memory on a rock platform near a hole torn in the structure. After viewing the memory, you can walk through the hole right into Sebastian's Room!

"Myra Betrayed"

Find this memory of Myra and Theodore just in front of the hole in the wall of the ruined building. When you approach the shadows, the memory triggers automatically.

In Sebastian's Room, grab a handful of pickup items, including a jar of Red Gel sitting next to the now-nonfunctional Mirror. The slide projector is gone, but you can use the Workbench and the upgrade chair. Use the Workbench to max out handgun, shotgun, sniper, and assault rifle ammo with any leftover gunpowder. (Talk to Nurse Tatiana before you leave for an interesting conversation.)

Then save your game and continue your trek toward the Castellanos house. The fourth and final Residual Memory is at the base of the tall, barren tree just up the slope from Sebastian's Room.

"Freeing the Core"

Find this memory of Myra and Theodore under the lone tree up the slope from Sebastian's Room. When you approach the shadows, the memory triggers automatically.

Once that final memory plays out, follow the fenced lane toward the house where Myra waits.

Sebastian tries once again to talk her into rejoining him with Lily, but Myra's protective instinct has mutated into something obsessive, destructive… and very, very big.

DEFEAT THE MATRIARCH

Here it is, your big finale boss battle. The Matriarch is big and powerful, with multiple attacks that evolve through three phases of battle.

Tips from the Testers

Watch the Matriarch's movements carefully to avoid her attacks—she winds up to strike!

The Matriarch often slumps and becomes vulnerable between her attacks, so time your shots carefully.

To conserve ammo, stomp the spiders she spawns instead of shooting them. Note that squashed spiders also drop materials that can be used to field-craft additional ammo.

Phase 1

The Matriarch starts out swinging with three basic attacks. The most common is a one-handed ground-slam that sends a deadly but narrow shockwave rolling toward Sebastian. This is fairly easy to sidestep; just keep a sharp lookout for her big windup, then dodge sideways as she delivers the blow.

Every few hits this attack turns into a three-slam series from alternating fists, but again, keep moving sideways to dodge all three shockwaves. Her third attack is a sweep move; she slams down an arm then sweeps it completely across the space in front of her. This won't cause damage if you keep your distance.

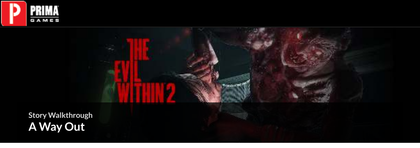
As with other bosses you've met, the Matriarch's weakness is the red glowing organ in the center of her torso. Target this spot with every shot! Your first hits tear away a protective membrane, and the organ glows even brighter red. Keep shooting it between your sidesteps. Once you inflict enough damage, her belly extends and bursts, expelling a swarm of spiders that rush to attack!

As our QA experts point out, stomping these spiders instead of shooting them saves ammo… and actually, it turns out to be the most effective way to annihilate the swarm quickly. This spider swarm also triggers the next phase of the fight.

Phase 2

The Matriarch has thinned out in the middle, but she retains much power, and her basic attacks continue. But be aware that her three-hit combo now adds a fourth hit, a double-fisted ground-slam that sends out a wider shockwave. Note that although she has two red vulnerable areas now, they are hidden behind her shoulders, facing away from you. Wait to shoot until the Matriarch finishes an attack move; she hunches forward for a few seconds, exposing both red spots on her shoulder blades.

When you nail the red spots enough, you blast one of her arms completely off! Unfortunately, it takes on a life of its own and suddenly grabs Sebastian. Now you must shoot the pulsing red blob on the severed arm until it releases Sebastian. This ends the fight's second phase.



Story Walkthrough

A Way Out

When the Matriarch falls, your heavy lifting is done. But Sebastian is not out of the woods yet. His family is stuck in STEM, and Mobius still wants their Core back. Fortunately, the Castellanos crew has a good ally on the inside.

OVERVIEW

OBJECTIVES

- Find Lily and get her out of STEM

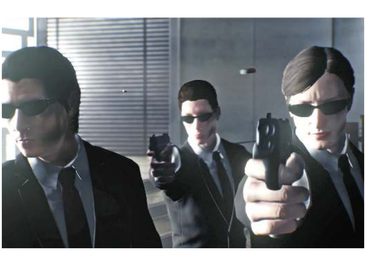
COLLECTIBLES

- None

FIND LILY AND GET HER OUT OF STEM

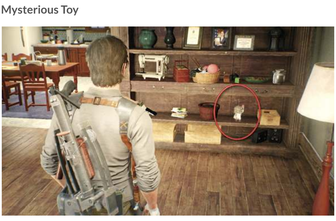
Follow the snowy path upwards, climbing walls on the way, to the house at the top. Pushing open the front door triggers a jump cut to Kidman's arrival at Mobius headquarters. The place is buzzing with activity as technicians track Sebastian's search for Lily. ("The Core has been located! The Marker is approaching her!") You learn that the Mobius Administrator wants the Core back at all costs. After that, the "Marker" becomes expendable.

Kidman is given the order to instruct Sebastian to bring in Lily, but she refuses and ends up in a gunfight with Mobius agents. When gameplay resumes, you control Kidman. Gun down the first four Mobius agents in the Control Room. (You have unlimited ammo, but you do have to reload after every six shots. Also note: Kidman can't move from her spot.) Dropping the last agent triggers a quick cutscene that ends with another jump cut back to Sebastian.



Climb the stairs and enter Lily's room. This move triggers a long cutscene: Sebastian carries Lily downstairs where Myra is waiting. Watch the touching scene between Lily's parents. It ends as Sebastian heads out the door with his daughter… and another jump cut back to Kidman in the heat of another firefight.

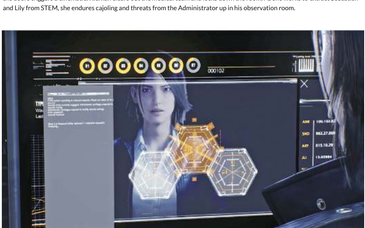
Mysterious Toy



This final Mysterious object sits on the big shelf in the living room of the Castellanos house. (Yes, that's a toy version of The Keeper.)

Playing as Kidman again, gun down the three Mobius security personnel armed with assault rifles. Watch out for their grenades! When you see a grenade tossed, duck back down into cover behind the equipment cart. (As before, Kidman can't move from that spot.)

Run down the hall, descend the stairs to the right, and sprint the length of the long corridor leading to the STEM Room. Reaching the doors triggers a cinematic: Kidman clears out the medical team and locks down the room. As she works to extract Sebastian and Lily from STEM, she endures cajoling and threats from the Administrator up in his observation room.



Collectible Locations

Overview

We list collectible items here chapter by chapter, in the order they're picked up in our walkthrough. Note that in rare cases, the item listed in a chapter may actually be available earlier than we indicate in this location guide. Our goal was to minimize backtracking and create an efficient path through the game.

Also note that these are the true "collectibles" in the game. Other items like Locker Key statues or Ammo Pouches are good to collect, but they can be used actively during gameplay. The Files, Slides and Residual Memories listed here make the story deeper and richer, but you don't actually "use" them during the game. (One exception: a collectible computer file found late in the game also gives you a four-digit code that you need to operate a key device.)

Collectible Locations

Chapter 2: Something Not Quite Right

FILES

PHOTO OF WILLIAM BAKER

Location: Stefano's domain

Find this photograph of Team Leader Baker on the sink in the dark room.

EXTRAVAGANT LETTER

Location: Stefano's domain

After you crouch and duck under the half-raised metal gate, find the letter sitting on the front corner of the side table in the corridor. (You can see the "GRAND" marquee just outside the window.)

PHOTO OF ANOTHER VICTIM

Location: Stefano's domain

After you use cover to escape the entity on the 3rd floor and view the nearby stabbing victim, go through the nearby exit door, head down the long hallway to the staircase landing where the giant pendulum swings above. Head down the short hall to the right to see a body suddenly dragged through the door of room 103 with the nameplate Manuela Ruberto. Head through that door, hop over the fallen furniture, and continue around the corner to find the photo on a side table.

JOURNAL IN ABANDONED HOUSE

Location: Abandoned House, Bedroom

On the credenza of drawers in the bedroom.

PHOTO OF CASTELLANOS FAMILY

Location: Outside Abandoned House

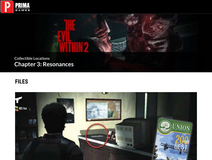
Kidman gives this photo to Sebastian in the bar at the very beginning of the game. It doesn't appear in your "Files" menu until Sebastian automatically pulls it out near the end of Chapter 2. (He does this when he exits the abandoned house into which he escapes when running from the chainsaw-wielding female monster.)

SLIDES

SLIDE 1: "HAPPIER TIMES"

Location: Sebastian's Room, Desktop

Find this slide on the desk next to the slide projector. Use the projector to see the slide and select a conversation with Kidman.



Collectible Locations

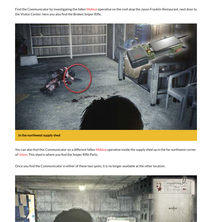
Chapter 5: Resonances

FILES

WELCOME TO UNION PAMPHLET

Location: Union Visitor's Center

The "Welcome to Union" pamphlet sits on the counter in the Union Visitor Center, near the main floor entrance.

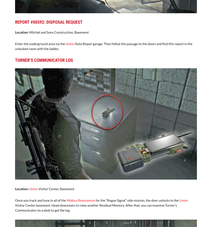


On the Union rooftop

MOBIUS COMMUNICATOR LOG: REPLACEMENT PARTS

Locations: Jason Franklin Restaurant (Rush OR Supply Shed in Northeast Union)

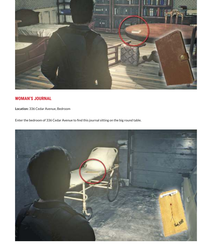
Find the Communicator by investigating the Killer Mobius operative on the roof atop the Jason Franklin Restaurant, next door to the Visitor Center, here you also find the Broken Sniper Rifle.



In the northwest supply shed

You can also find this Communicator on a different fallen Mobius operative inside the supply shed up in the far northwest corner of Union. This shed is where you find the Sniper Rifle Parts.

Once you find the Communicator in either of these two spots, it is no longer available at the other location.

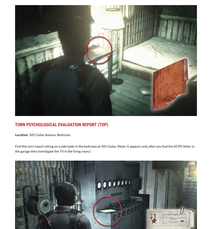


REPORT #00892: DISPOSAL REQUEST

Location: Mitchel and Sons Construction, Basement

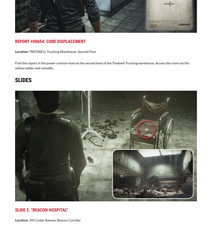
Enter the underground area via the Union Auto Repair garage. Then follow the passage to the doors and find this report in the unlocked room with the ladder.

TURNER'S COMMUNICATOR LOG



Location: Union Visitor Center, Basement

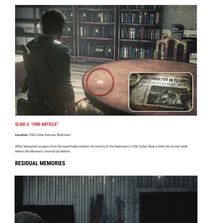
Once you track and bone in all of the Mobius Resonances for the "Rogue Signal" side mission, the door unlocks to the Union Visitor Center basement where you can listen to one another Residual Memory. After that, you can examine Turner's Communicator on a desk to get the log.



WOMACK'S JOURNAL

Location: 336 Cedar Avenue, Bedroom

Enter the bedroom of 336 Cedar Avenue to find this journal sitting on the big round table.



KCPD REQUEST FOR PSYCHOLOGICAL EXAMINATION

Location: 345 Cedar Avenue, Garage

A manila folder holding this letter sits on a hospital gurney in the garage at 345 Cedar.

TORN PSYCHOLOGICAL EVALUATION REPORT (TOP)

Location: 345 Cedar Avenue, Bedroom

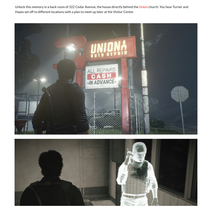
Find this torn report sitting on a side table in the bedroom at 345 Cedar. (Note: It appears only after you find the KCPD letter in the garage then investigate the TV in the living room.)

REPORT #00654: CORE DISPLACEMENT

Location: TRESNEL: Trucking Warehouse, Second Floor

Find this report in the power control room on the second level of the Treshell Trucking warehouse. Access the room via the yellow ladder and catwalks.

SLIDES



SLIDE 2: "BEACON HOSPITAL"

Location: 345 Cedar Avenue, Beacon Corridor

After the vision in the bathroom triggers a flashback to Beacon Mental Hospital, follow the long corridor to a wheelchair. The slide sits on the seat.

SLIDE 3: "FIRE ARTICLE"

Location: 336 Cedar Avenue, Bedroom

After Sebastian escapes from the ward hallucination, he returns to the bedroom in 336 Cedar. Near a slide sits on the table where the Woman's Journal sat before.

RESIDUAL MEMORIES

HAYES AND TURNER WATCH THEIR PLAN

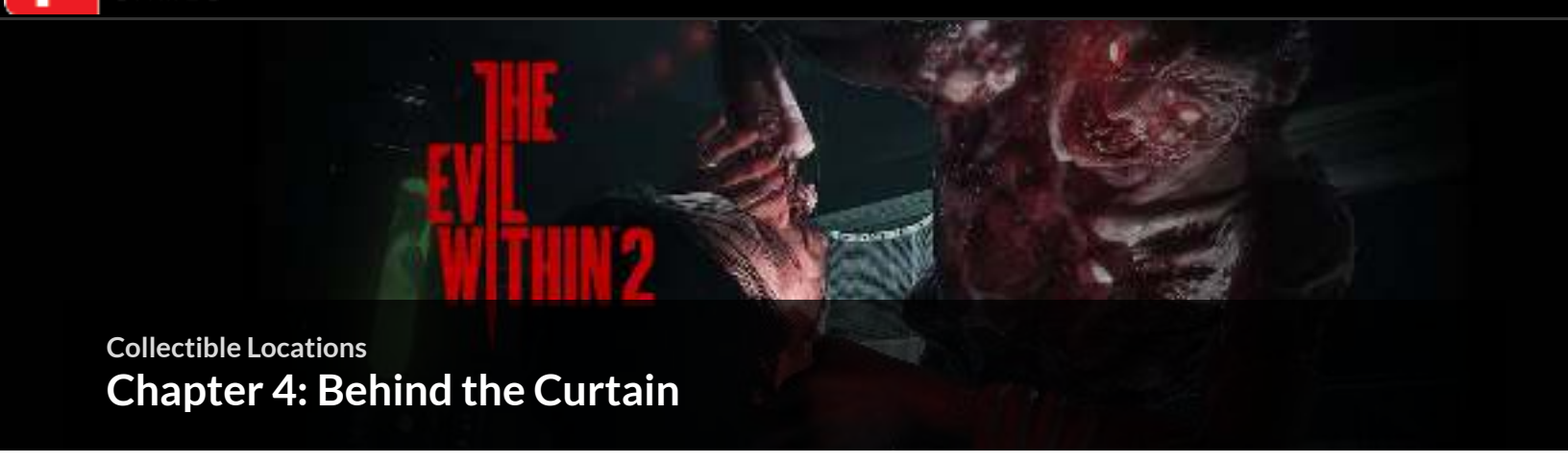
Location: Kinnear's Supermarket, Loading Dock

Track the Resonance at the dumpster dock behind Kinnear's to unlock the memory of Mobius security personnel calling an "Alpha One Emergency."

HAYES AND TURNER SPLIT UP

Location: 322 Cedar Avenue, Utility Room

Unlock this memory in a back room of 322 Cedar Avenue, the house directly behind the Union church. You hear Turner and Hayes are off on different locations with a plan to meet up later at the Visitor Center.



Collectible Locations

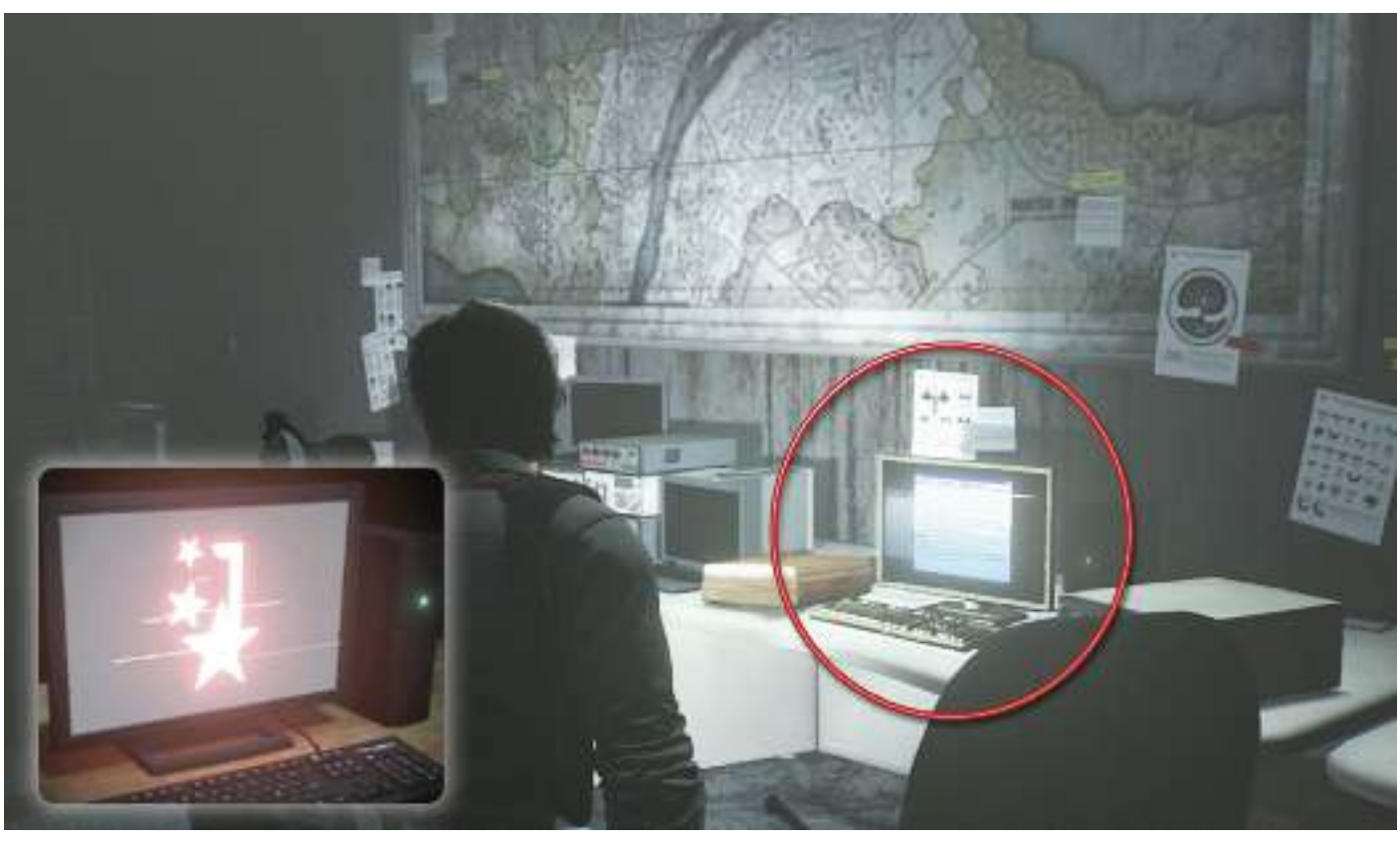
Chapter 4: Behind the Curtain

FILES

REPORT #00122: RECRUITS

Location: Union Residential District, North Safe House (Union Power & Gas)

This report folder sits on the front counter in the main office inside the Safe House.



EMAIL: UNION GROWTH

Location: The Marrow—Operations, Situation Room

This email is on the screen of the computer sitting on the long counter underneath the big wall map of Union in the Situation Room.

EMAIL: EXPANSION AND DATA GOALS

Location: The Marrow, Access Tunnels—Central

After you get past the gas-filled tunnels, climb the ladder into the power control room. Use the computer monitor sitting on a small desk in the corner to collect this email file.

RESIDUAL MEMORIES

BATTEN DOWN THE HATCHES

Location: Union Residential District, North Safe House (Union Power & Gas)

Tune in this memory inside the garage of Union Power & Gas, also known as the North Safe House. To open the garage door

Collectible Locations

Chapter 5: Lying in Wait

FILES

PHOTO OF SEBASTIAN CASTELLANOS

Location: City Hall Area, Front Gate

This photo of Sebastian is tacked onto the skull of a fallen Mobius guard at the barbed-wired front gate leading into the City Hall grounds.

REPORT #00977: URGENT STRUCTURAL ISSUES

Location: Union City Hall, Mail Room

Find this report on the corner of a cluttered desk not far from where you find Miles Harrison (if you entered City Hall via the rear entrance).

KRIMSON POST ARTICLE

Location: Stefano's domain

This news article sits on a side table down the hallway that appears after you snap the correctly arranged photograph of the mannequin. Note the name in it: "Stefano Valentini."

PHOTO OF MURDERED MOBIUS OPERATIVE

Location: Stefano's domain

When you traverse the two corridors after snapping the photo of the mannequin, you eventually reach an office. This photo sits on the desk.

HANDWRITTEN NOTE

Location: Stefano's domain

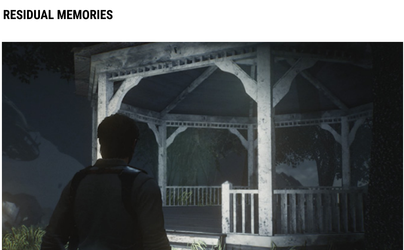
After you descend the long staircase from the strangely shifting hallways, you enter a large room filled with sculptures of contorted, grasping figures. Find the note on a small table next to the exit door.

REPORT #00213: UNION SOCIAL MAINTENANCE

Location: Union City Hall, Second Floor (After Obscura)

After you reactivate the Stable Field Emitter, exit the South Hall to the balcony and head left to the office area. Look for this folder on a desk in the middle of the office.

RESIDUAL MEMORIES



Collectible Locations

Chapter 6: On the Hunt

FILES

REPORT #00532: DISPLACEMENT PROTOCOLS

Location: The Marrow, Facilities (near Exit D5)

Once you get past the Watcher, find the door with an oscilloscope lock panel and solve the puzzle to unlock it. Inside the room, the report sits on a desk.

EMAIL: CORE CANDIDATES

Location: The Marrow, Facilities (Hoffman's Safe House)

After you meet Yukiko Hoffman, examine the nearby computer monitor to find this email displayed.

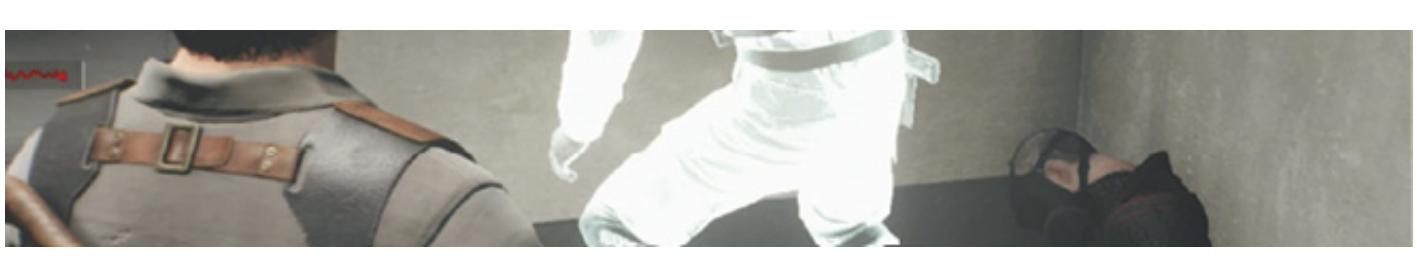
SLIDES

SLIDE 4: "SEBASTIAN AND MYRA"

Location: The Marrow, Facilities

When you leave City Hall and move through The Marrow to find Exit D5, you pass through a section covered in white goop. In the media room, Sebastian views a projection of a conversation with his wife Myra. After that, pick up the slide sitting next to a projector nearby.

RESIDUAL MEMORIES



Collectible Locations

Chapter 7: Lust for Art

FILES

BARKEEP'S JOURNAL

Location: Union Business District, Devil's Own Taproom

Enter the Devil's Own Taproom down on the southern edge of the Business District to find this journal sitting on a table in the back corner.

SLIDES

SLIDE 5: "SEBASTIAN IN DESPAIR"

Location: Union Business District, Juke Diner

After you tune the Residual Memory in the Juke Diner's kitchen and escape the Anima event that gets triggered, you end up back in the diner's kitchen. The slide sits in the hand of the dead man in the chair.

RESIDUAL MEMORIES

PARTS AND PIECES

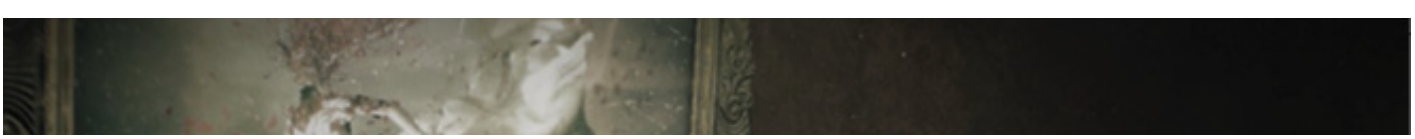
Location: Union Business District, Credit Union Parking Lot

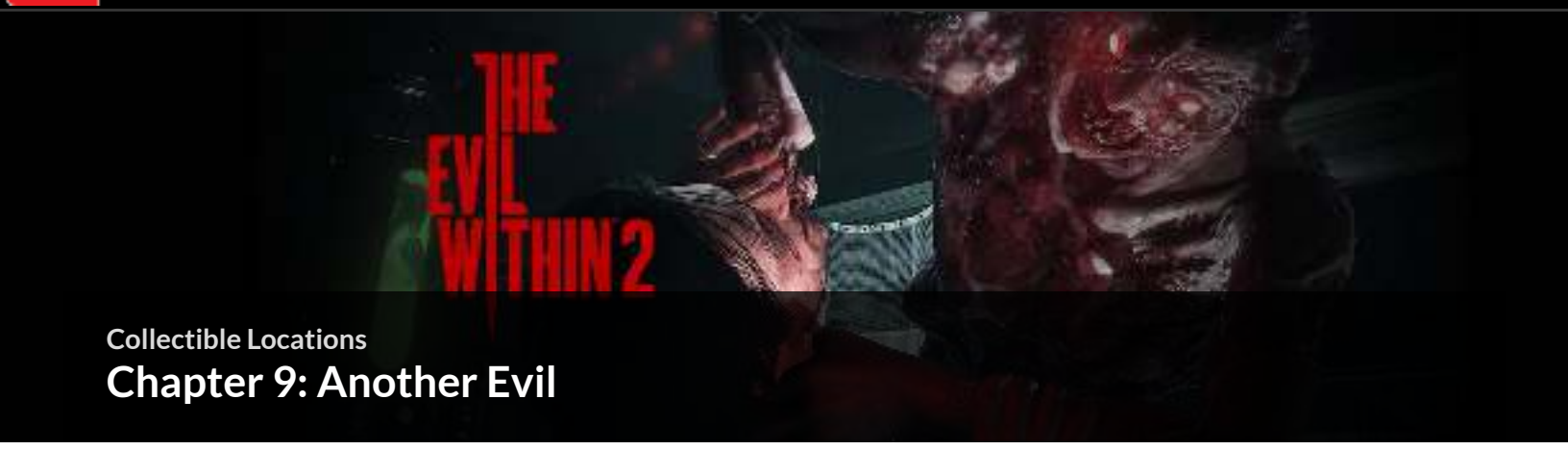
Tune in the Resonance at the burning pile of corpses in the parking lot behind the Sons of Liberty Credit Union.

Collectible Locations

Chapter 8: Premiere

RESIDUAL MEMORIES





Collectible Locations

Chapter 9: Another Evil

FILES

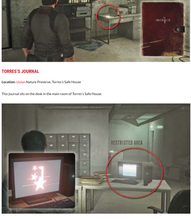
BURNT PAGE FROM 'SUBMIT TO FREEDOM' 1

Location: Theodore's Domain, Cellblock Crypt

This page sits on an altar in a corner alcove of the cellblock in Theodore's Domain.

RESIDUAL MEMORIES

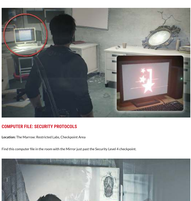
FILES



TORRES'S JOURNAL

Location: Union Nature Preserve, Torres's Safe House

This journal sits on the desk in the main room of Torres's Safe House.



COMPUTER FILE: HOFFMAN'S NOTES

Location: The Marrow: Facilities, Hoffman's Safe House

When Sebastian returns here from the Union Nature Preserve, you find this file on Hoffman's computer. (Hoffman has left to meet with Liam O'Neal.)

COMPUTER FILE: SECURITY PROTOCOLS

Location: The Marrow: Restricted Labs, Checkpoint Area

Find this computer file in the room with the Mirror just past the Security Level 4 checkpoint.

REPORT: STEM INTEGRATION IRREGULARITIES

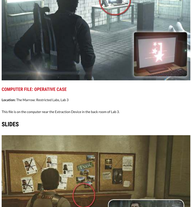
Location: The Marrow: Restricted Labs, First Floor Autopsy Lab

Look for the active slide projector in a partition of the lab next to a giant specimen on an autopsy table. The report sits on the whiteboard where the slides are projected.

REPORT: IRREGULARITY STUDIES

Location: The Marrow: Restricted Labs, Lab 1

This report sits up a lift in the back room of Lab 1. You can also find a jar of Red Gel on the nearby table extending from the cold storage compartment.



COMPUTER FILE: PIT OBSERVATORY

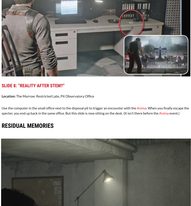
Location: The Marrow: Restricted Labs, Pit Observatory Office

Open the metal door at the south end of the Restricted Labs, first floor, and follow the cart track to find a small office next to the big disposal pit. Enter and examine the desk computer to find this file.

TORN PSYCHOLOGICAL EVALUATION REPORT (BOTTOM)

Available: After Completing All Three Arena 0 events

The Arena events occur at 336 Cedar Avenue in the Union Residential District, the Jake Diner in the Union Business District, and the Pit Observatory office in The Marrow: Restricted Labs. After completing the third Arena event, move down the hallway and explore the room on the right. The torn report sits atop the desk in the room.



LETTER FROM POLICE CHIEF

Available: After Completing All Three Arena 0 events

The Arena events occur at 336 Cedar Avenue in the Union Residential District, the Jake Diner in the Union Business District, and the Pit Observatory office in The Marrow: Restricted Labs. After completing the third Arena event, move down the hallway and explore the room on the left. The letter sits atop the gurney in the corner.

COMPUTER FILE: OPERATIVE CASE

Location: The Marrow: Restricted Labs, Lab 3

This file is on the computer near the Extraction Device in the back room of Lab 3.

SLIDES

SLIDE 6: "SEBASTIAN AND ROWAN"

Location: Sebastian's Room, Office

After you get to Torres's Safe House, you can find this slide the next time you travel via Mirror back to Sebastian's Room. The slide sits on the shelf under the bulletin board in his office.

SLIDE 7: "MORBUS TAG"

Location: The Marrow: Facilities, Near Exit 72

After you travel from Torres's Safe House to the Nature Preserve to The Marrow, proceed to security door CE-CCS and solve the fuse box puzzle to open it. Step through the doorway and turn left to find a yardbird altar. This slide sits on the altar.

SLIDE 8: "REALITY AFTER STEM?"

Location: The Marrow: Restricted Labs, Pit Observatory Office

Use the computer in the small office next to the disposal pit to trigger an encounter with the Arena. When you finally escape the spectre, you end up back in the same office. But this slide is now sitting on the desk. (It's not there before the Arena event.)

RESIDUAL MEMORIES

HOFFMAN GETS A STRANGE CALL

Location: The Marrow: Facilities, Hoffman's Safe House

When you travel to Hoffman's Safe House in The Marrow from Torres's Safe House in the Nature Preserve, you see a Resonance Point shadow in the room. Turn in the memory to learn that O'Neal called Hoffman for a meeting in an unusual place.

HOFFMAN HAS CLEARANCE

Location: The Marrow: Restricted Labs, Security Gate

Collectible Locations

Chapter 12: Bottomless Pit

FILES

BURNT PAGE FROM 'SUBMIT TO FREEDOM' 2

Location: Theodore's Domain, Burning Girl Statue

This page from Theodore's book sits on the altar in front of the burning girl statue in the dark void of his domain.

SLIDES

SLIDE 9: "LILY AT HOME"

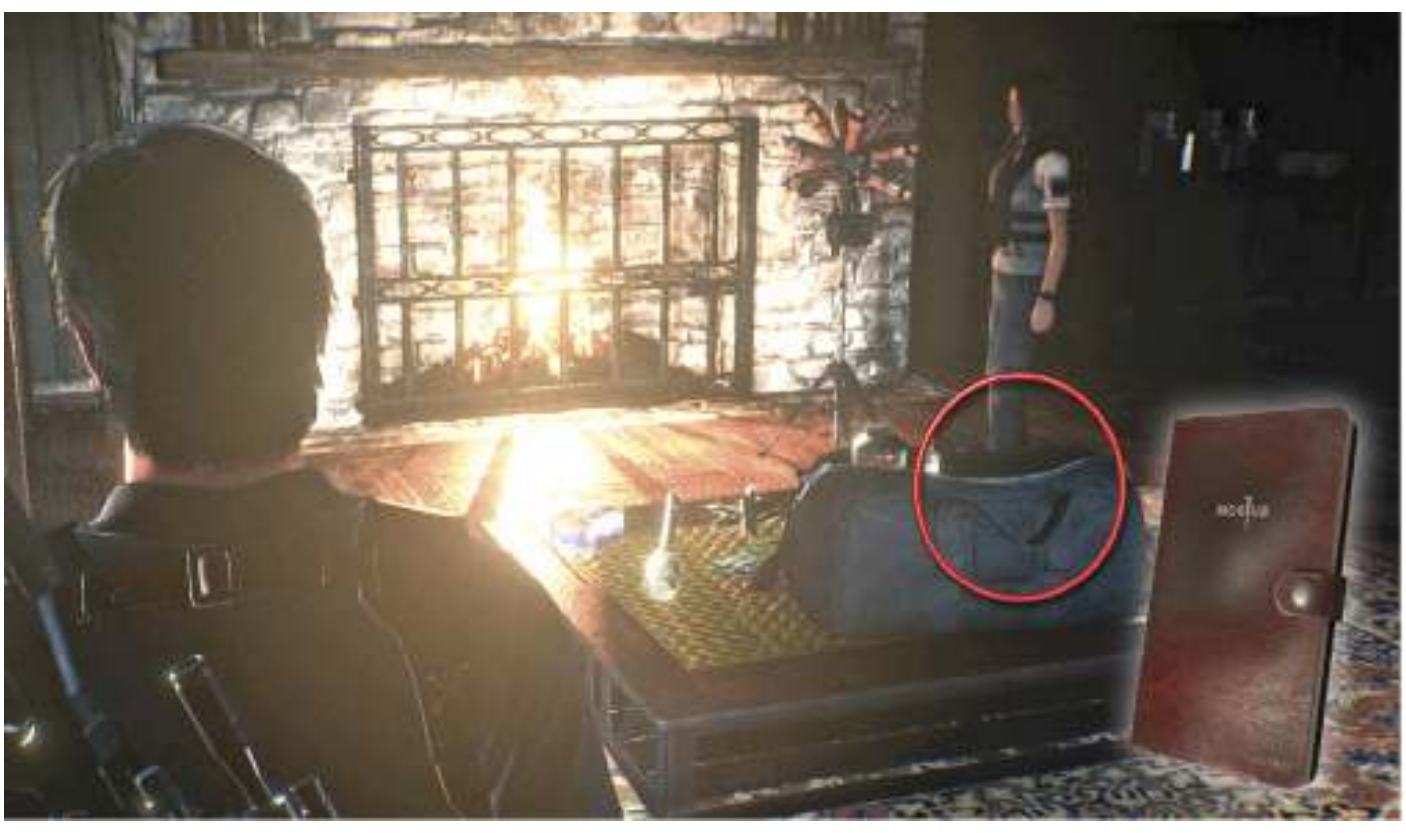
Location: Castellanos House, Lily's Room (Vision Sequence)

After you destroy O'Neal's machine and traverse across Theodore's nightmarish domain, Sebastian finds himself in his old house. This slide sits on a cabinet in Lily's bedroom.

Collectible Locations

Chapter 13: Stronghold

FILES



HOFFMAN'S JOURNAL

Location: Union Business District (Ruins), Sanctuary Hotel Lobby

Find this journal inside the equipment bag on the coffee table in the Sanctuary Hotel lobby after Sebastian and Hoffman meet up there.

MESSAGE FROM SYKES

Location: Union Business District (Ruins), Sykes's Safe House

After you complete "The Last Step" side mission, you find this note from Sykes on the desk in his Safe House.

SLIDES

SLIDE 10: "TOO MUCH POWER"

Location: The Marrow: Experimental Wing, Test Lab

During "The Last Step," the third side mission for Julian Sykes, find this slide sitting on a tray table next to the escape pod in the Test Lab's pod room. (You must turn on the power at the wing's fuse box before the Test Lab is accessible.)

SLIDE 11: "LAST ONE"

Location: Sebastian's Room (Follow the Cat)

Once you've collected all ten slides and talked to Kidman about each one while viewing them, the office cat will be sitting on the floor after you discuss that tenth slide. Interact with the cat and follow it to trigger an event that reveals Slide 11. Grab it!

Collectible Locations

Chapter 14: Burning the Altar

FILES

THEODORE'S SCRIPTURE 1

Location: Theodore's Stronghold, First Floor

This page of scripture sits on the altar in the cathedral that forms the stronghold's bottom floor.

THEODORE'S SCRIPTURE 2

Location: Theodore's Stronghold, Room Off Staircase Between Second and Third Floors

This page sits on a worktable in a side chamber off a staircase landing between the second and third floors of the stronghold.

RESIDUAL MEMORIES

Collectible Locations

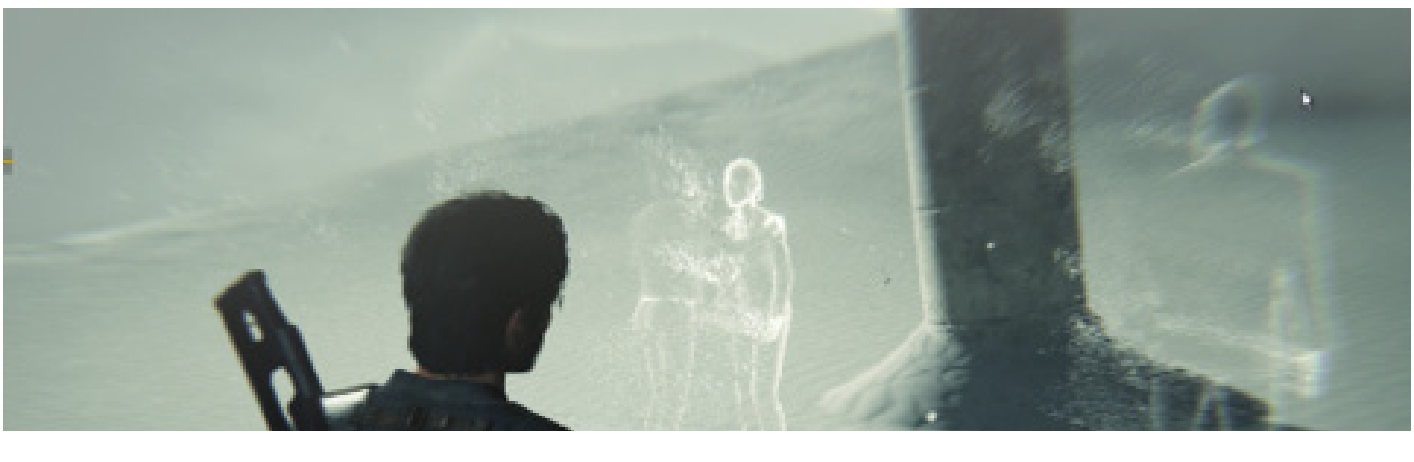
Chapter 16: In Limbo

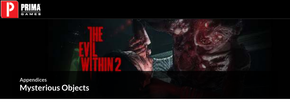
RESIDUAL MEMORIES

SAVING LILY

Location: Limbo

This memory is automatically triggered when you approach the tall flowing banner on the left side of the slope.





Appendices

Mysterious Objects

The Evil Within 2 has several types of collectible items listed under Inventory in your Communicator menu. Our Collectible Locations chapter lists every File, Slide and Residual Memory that you can collect in the game.

However, there is another category of item that could be considered a "secret collectible" because it's not listed in your Inventory. As you move through the game, you can find eight different items that are described as "Mysterious." After you collect each one, it appears atop a low bookcase in the office of Sebastian's Room, right underneath Lily's drawing on the corkboard.

Here's where to find all eight Mysterious objects in the game.

MYSTERIOUS MASK

Available in Chapter 3

Look for this mysterious object in one of the derailed train cars along the western edge of the Union Residential District. It's in the second car of the westernmost train strand; enter via the door just past the overturned van.

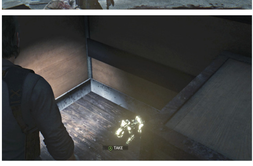
MYSTERIOUS WEAPON REPLICA

Available in Chapter 3

On the eastern side of the Union Residential District, find the woodshed just south of Szilard House Inn and climb the ladder in the chain-link enclosure behind the shed. Walk across the boards to the rooftop of the house next door. The Mysterious Weapon Replica is on the front corner of the roof.

MYSTERIOUS MACHINE

Available in Chapter 3



In the enclosure outside the Tredwell Trucking warehouse, find the Mysterious Machine in the back of a delivery truck—it's the truck parked in overgrown grass and backed up very close to the yard's east perimeter fence. You have to roll up the truck's rear door to get inside. The item sits behind a crate.

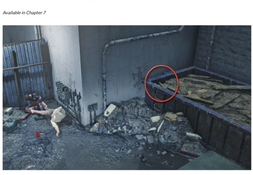
MYSTERIOUS BOBBLEHEAD

Available in Chapter 6

After you get past the Watcher the first time (in The Marrow 7 facilities storage room), it reappears and grabs you as you try to leave a second storage room. When you escape the Watcher's grasp and it disappears, go back into that room and veer rightward to find the Mysterious Bobblehead tucked behind a narrow gap in the crates.

MYSTERIOUS ACTION FIGURE

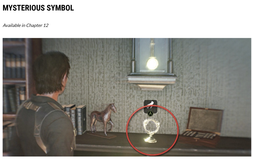
Available in Chapter 7

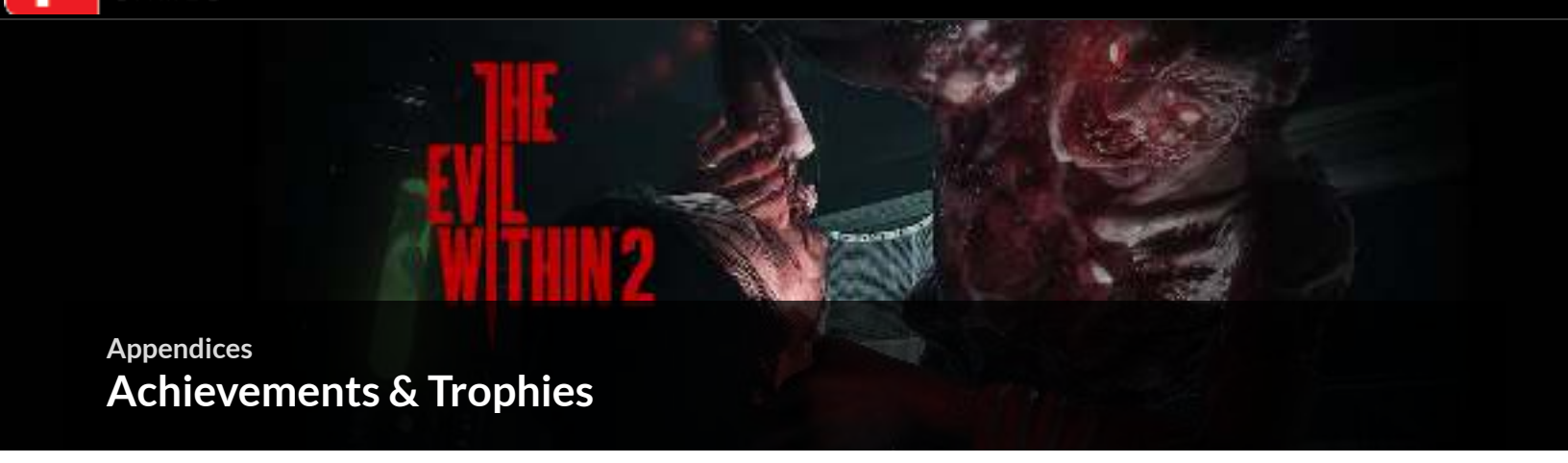


Down on the south end of the Union Business District, tune into the Residual Memory of a fallen Mobius soldier named Stevens, and then take a Storage Room Key from her corpse. Just around the corner from her sits a big blue waste bin. Find the Mysterious Action Figure tucked into a corner of the bin.

MYSTERIOUS SYMBOL

Available in Chapter 12





Appendices

Achievements & Trophies

ICON	NAME OF ACHIEVEMENT	ACHIEVEMENT DESCRIPTION	FURTHER NOTES
	Rookie	Completed the game on Casual difficulty or higher.	-
	Survivor	Completed the game on Survival difficulty or higher.	-
	Against All Odds	Completed the game on Nightmare difficulty or higher.	-
	You Asked for It... Again	Completed the game in Classic Mode.	-
	Welcome to Union	Took the plunge back into STEM.	Enter STEM
	Taken	Saw a chilling vision.	See Lily get kidnapped by Stefano
	Not Running This Time	Defeated the Guardian outside City Hall.	-
	The Team Psychologist	Found a potential ally in The Marrow.	Met Yukiko
	Premature Finale	Shut down a bloody performance.	Defeated Stefano
	Another Ally	Survived an ordeal with the help of a new friend.	Met Esmeralda
	Crossing to the Other Side	Provided a Harbinger sweet release.	Defeated Harbinger Liam
	Spiritual Awakening	Came to terms with your past and present.	Talked to Myra at Sebastian's house
	Fire Walk With Me	Made it inside the enemy's stronghold.	Entered Theodore's Stronghold
	Overcome the Past	Your trauma is no more.	Defeated Theodore
	Everything Comes Crumbling Down	Reached the very end of the world.	Entered Limbo (white world at end)
	Unfortunate Consequence	Did what needed to be done to save your daughter.	Defeated the Matriarch
	Backup Ain't Coming	Completed the "Rogue Signal" side mission.	-
	Sykes Out	Completed the "The Last Step" side mission.	-
	Finally Free	Experienced every traumatic encounter and made peace with your inner demons.	Completed all three Anima events and saw the final scene with the second Sebastian.
	You Got Red in You	Used your first Red Gel.	-
	Stick it in My Veins	Completely upgraded all abilities.	-
	Making Things a Little Easier	Used your first High-Grade Weapon Parts.	-
	Now You're Playing with Power	Upgraded a weapon to Level 3.	-
	A Little Extra Kick to it	Upgraded one of your Warden Crossbow bolts to max level.	-
	They Never Even Stood a Chance	Completely upgraded all weapons.	-
	DIY	Crafted something for the first time.	-
	Handyman	Crafted every type of item at least once.	-
	Echoes Within STEM	Observed all Residual Memories.	-
	Doing Some Detecting	Collected 20 files.	-
	Diligent Reader	Collected all files.	You collected all 40 files.
	Half the Stash	Opened 16 lockers.	-
	Locksmith	Opened all lockers.	You opened all 32 lockers.
	Good to See You Again	Acquired the Warden Crossbow.	-
	Chatting With Kidman	Talked to Kidman about all of the photographic slides.	-
	Powerhouse	Acquired all standard weapons.	-
	All in the Family	Collected all of the Mysterious Objects.	-
	Caffeine Addict	Used every Coffee Maker at least once.	-
	Thinning Them Out	Killed 30 enemies.	-
	Clearing a Path	Killed 60 enemies.	-
	Smoke Assassin	Killed 3 enemies using upgraded Smoke Bolts.	-
	Shock Therapy	Stunned an enemy standing in water using a Shock Bolt.	-
	Wait For It...	Killed an enemy using an Ambush.	-
	Kick, Shoot, Burn	Killed 2 or more enemies at once using oil on the ground.	-
	Bootable Offense	Stomped and killed 15 fallen enemies.	-
	I Am the Night	Killed 10 enemies using Sneak Kills.	-
	Sometimes Fighting Isn't the Answer	Avoided unnecessary bloodshed outside City Hall. (Ch. 5)	Go in the back door of City Hall without killing the Guardian
	Death from Above	Killed 2 or more enemies at once using a hanging lamp. (Ch. 9)	-
	No More Playing with Fire	Stopped a true believer from playing with his favorite toy. (Ch. 11)	Break the tank on O'Neal's back so he can't use his flamethrower
	Melancholy Memories	Reminisced about every moment from your past. (Ch. 12)	Looked at all the objects in Sebastian's house to have him talk about them
	I'll Take You Down Myself	Brought your own equipment to the barbecue this time. (Ch. 14)	Use the flamethrower weapon to defeat Laura
	That Cinematic Feel...	Opted for a cinematic experience.	Start a new game with the Letterbox option enabled, or enable it from the pause options menu and return to the game
	Learn to Survive (PS4 only)	Survived the nightmare, and everything in between.	Platinum Trophy

Appendices

The Shooting Range

Up to Nightmare Difficulty Rewards

ITEM	MODE	SCORE	REWARD	AMOUNT
	Gallery Easy	800	Weapon Parts	50
	Gallery Easy	1800	Green Gel	1500
	Gallery Normal	1200	Green Gel	1000
	Gallery Normal	2500	Weapon Parts	100
	Gallery Hard	1000	Weapon Parts	75
	Gallery Hard	2300	Herbs	8
	Gallery Hard	3500	Green Gel	3500
	Gallery Very Hard	1000	Green Gel	2000
	Gallery Very Hard	2500	Locker Key*	1
	Gallery Very Hard	4000	Green Gel	10000
	Chain Attack	40000	Green Gel	2000
	Chain Attack	50000	Herbs	4
	Chain Attack	60000	Weapon Parts	150
	Chain Attack	70000	Locker Key*	1
	Chain Attack	80000	Green Gel	5000
	Chain Attack	100000	Weapon Parts	300

Classic Difficulty Rewards

ITEM	MODE	SCORE	REWARD	AMOUNT
	Gallery Easy	800	Gunpowder	5
	Gallery Easy	1800	Gunpowder	15
	Gallery Normal	1200	Herbs	4
	Gallery Normal	2500	Herbs	12
	Gallery Hard	1000	Gunpowder	5
	Gallery Hard	2300	Gunpowder	15
	Gallery Hard	3500	Locker Key*	1
	Gallery Very Hard	1000	Herbs	4
	Gallery Very Hard	2500	Herbs	12
	Gallery Very Hard	4000	Herbs	20
	Chain Attack	40000	Gunpowder	4
	Chain Attack	50000	Herbs	4
	Chain Attack	60000	Gunpowder	20
	Chain Attack	70000	Locker Key*	1
	Chain Attack	80000	Herbs	40
	Chain Attack	100000	Gunpowder	100

*Each Locker Key is only awarded once before changing to another item.

Developer Interviews

John Johanas (Director)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

I've been working on *The Evil Within 2* since the pre-production phase as the director on the project.

What's your favorite memory/anecdote from the process of developing this game?

Honestly, we started the production very quickly after the completion of the first game's DLC so it has all been a blur. Seeing it all come together towards the end was a good memory of the project. I also enjoyed the process of developing some of the more memorable boss fights near the end of the game.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

Creating the open stages of Union was definitely a challenging part that required multiple iterations which is always a trying affair. Attempting to tie together the open gameplay while keeping you interested in exploring, keeping tensions high, as well as the story elements was difficult. The story has a lot of twists and turns and characters as well, so making everything come together was tough but at the same time is probably the thing I'm most proud of—that in the end all these moving parts were able to come together.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

As with most game development, a lot of stuff changes as we concept, develop, play test, etc. We did that a lot with the first game. This time, while there were challenges and changes like all projects, the core concept of the game being a story of redemption for Sebastian didn't drastically change during development.

How did you get into video games as a career? Is there one game in particular that inspired you?

I got into games as a career completely randomly. I enjoyed games but didn't think that I would be working to make one, let alone direct one. I had an opportunity to join this studio and working hard just led me to this point.

I don't have one game in particular that inspired me, but I've always enjoyed games that have their own unique sense of style and really stand out by providing a real unique experience whether it's by their art style or the atmosphere they are trying to convey. I'm also obviously a fan of Shinji Mikami and survival horror games.

What's your favorite horror/survival game of all time? Favorite horror movie?

I have a particular fondness for the *Silent Hill* series. I remember the first one frightening me more than anything had at that time and I was very impressed by the atmosphere and the seriousness in which the second installation provided.

I also really liked *Dead Space 2*, more than the first actually.

Looking at it, it seems like I am a big fan of survival horror sequels. Sequels can be hard to do, but I have confidence in the team and what we're making will be an awesome sequel that stands out with those others I mentioned.

As for movies, I am a big fan of *Jacob's Ladder*.

What game(s) are you currently playing?

I've spent so much time making *The Evil Within 2* that I rarely have time to play games, but a game I just finished playing and was really impressed with was *Prey* from Arkane Studios. I just love exploring the space station and trying to piece together the story and mystery of what happened.

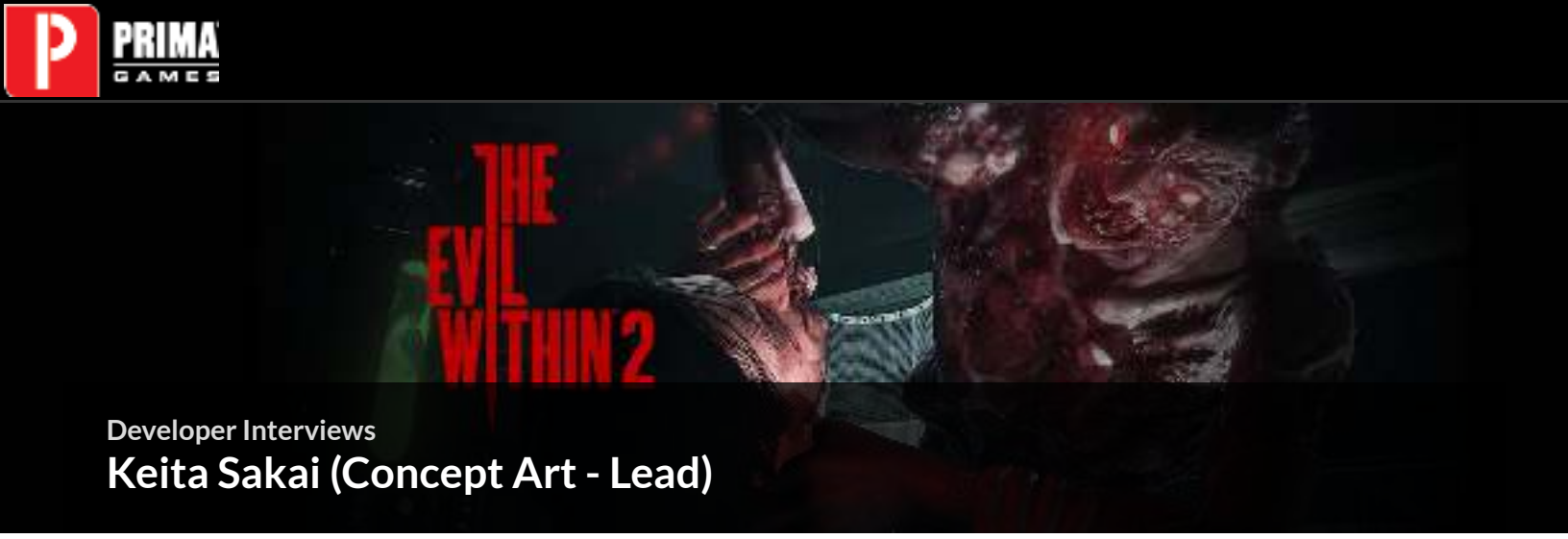
Where did the inspiration and premise of The Evil Within series come from?

I believe the original premise for the series was a sort of *Resident Evil* meets *Inception*. Obviously the mind is a critical part of how people perceive fear so if we had no limitations on what the mind could create, what could we do with that? It's sort of an open ended idea but it allows us to create unique scenarios that are frightening without having to worry about too many restrictions.

The game is as much psychologically unsettling as it is outright horrifying. What kinds of elements do you employ to get a scare out of players?

I know a lot of people are moved by jump scares and very physical things that can hurt you (chainsaws and such), but to me the scares I always think are the most effective are the ones that require you to fill in the blanks or question things. For example, when Sebastian is in Union City Hall and trapped in a looping hallway that changes when you aren't looking was a concept I loved, since it defies logic and plays with your assumptions on what could happen.

Another situation I loved is the rather simple section of the game where Theodore pulls you into an endless dark blood pool and the only way to proceed is to follow Lily's voice. You can't see where you are, or grasp the finer details, so it's like feeling your way in the dark. Just imagining what is out there is some of the most frightening parts of the game, and I hope the players will think so too.



Developer Interviews

Keita Sakai (Concept Art - Lead)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

We started development in June of 2015, so a little over 2 years. I was in charge of concept art for the overall world designs, as well as Stefano's artworks.

What's your favorite memory/anecdote from the process of developing this game?

The birth of my child. I feel like this experience helped me with world-building, in the sense that it helped me step into Sebastian's shoes as he fought to win back the family he lost.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

The most challenging aspect was creating art that really felt like it was made by Stefano. I am most proud of successfully bringing out Stefano's artistic style.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

We had two years to work this time, so there were a lot of rapid changes as there always are with game development. However, just like in the last game, the whole development team worked hard and didn't compromise when it came to bringing to life a great game. Working together so well, and quickly, is something I consider one of Tango's greatest strengths.

How did you get into video games as a career? Is there one game in particular that inspired you?

I previously worked for about 11 years as a background artist in the animation industry. The game that lit a fire in me and led to my moving to the games industry was *Resident Evil 4*. The way the game could offer you different things depending on your playstyle, the way the player interactively experienced the game world; that game made me notice these methods of artistic expression that could never be accomplished with standard linear types of media. It completely absorbed me in a way that no other game had done before.

What's your favorite horror/survival game of all time? Favorite horror movie?

Games: *Resident Evil (0, 1, 4), P.T., Fatal Frame*

Movies: *Saw* series, *Cube, The Shining*

What game(s) are you currently playing?

I've been so busy lately that I haven't really had time to play games…

Developer Interviews

Ikumi Nakamura (Concept Art)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

I was mostly in charge of creature design and character design this time— specifically, the Harbinger and Obscura as well as earlier designs of Sebastian.

How did you get into video games as a career? Is there one game in particular that inspired you?

I first decided that I wanted to get into the game industry when I was in the second year of middle school. The game that really got me into the idea was *Resident Evil*, which I played together with my dad. After that, Capcom's *Devil May Cry* also left a strong impression on me, which led to me aiming more seriously to get into the game industry. I went to an art school, graduated, and finally got to work on the games I'd been dreaming of. I was eventually able to work together with Shinji Mikami on his projects, which was fantastic, as *Resident Evil* originally inspired me to aim for the games industry.

What's your favorite horror/survival game of all time? Favorite horror movie?

Games: *Resident Evil* and *Silent Hill*.

My favorite horror movie recently is *The Conjuring*. James Wan as director strikes a good balance between fear and entertainment with his Asian-style horror.

What game(s) are you currently playing?

Far Cry series, *Tom Clancy's Rainbow Six® Siege*. I need fighting in my games.

There are a lot of creative and intimidating creature designs in the game. Is there one in particular whose concept or motif leaves a particularly strong impression for you?

The Harbinger is my favorite. This creature was originally concepted for the first game, but never really fit, so we didn't use it. When designing *The Evil Within 2*, we knew that one of the stages this time was all about fire, so we did some more concepts, this time featuring a flamethrower and The Harbinger came to life!

At Tango, there aren't really many orders for specific types of creatures. This means that, in many cases, the concept designer even goes so far as creating the backstories and names of the characters to fit with the world setting. For example, Obscura was my own personal creation that I even gave a name to.

My designs tend to come from my life experiences and other things that have left a deep impression on me in the past. Deaths of loved ones, memories of major surgery, serious failures, unreasonable orders; past traumas, I guess you could say. I think that that fits well with *The Evil Within* world's motif of Sebastian standing up against his past traumas.

Developer Interviews

Shuichi Kobori (Audio Director)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

We started development pretty soon after we finished working on the DLCs for the last game, so I guess a little over 2 years. My primary job is directing and managing anything related to sound and music.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

I would say that the most difficult thing was trying to get everything done to go with the game after it arrived in its final form. For any game development project, most of the strain of audio development is shifted to the latter stages of the project.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

For the audio team in particular, the addition of some new middleware and a skilled audio programmer allowed us to do more with the audio than we could before, to make it more vibrant and effective than we were able to do for the last title.

How did you get into video games as a career? Is there one game in particular that inspired you?

During the PS1 era, I applied for a part-time job creating sound effects for a big-name game company, and I was lucky enough to get accepted. That was what started my career. In fact, one of my part-time coworkers from back then is also on our team right now!

The most influential titles for me are the *Metal Gear Solid* series. (My time spent with these games planted a seed in me that probably had a lot to do with who I am now.)

What is your favorite horror/survival game? You favorite horror film?

Game: *Alan Wake*

Movie: *The Ninth Gate*

What games are you playing right now? (Multiple games if you're playing more than one)

Uncharted 4: A Thief's End and *Gravity Rush*

The environmental audio in The Evil Within 2 is very effective at keeping the player nervous and on their toes. What were some techniques that you used to make players feel uneasy or afraid?

There are a lot of noises in the real world that we just filter out and don't really notice. We intentionally amplified these kinds of noises to make them stand out more. Instead of always hearing the same noises in the same places, every once in a while there will be an unexpected noise. This gives a mixture of times where it feels realistic, and where it feels like there's something "wrong." This puts players unconsciously on guard.

We're also using ambient drone to good effect; sometimes it changes unpredictably, and sometimes it's changed intentionally to change the player's state of mind.

Also, our engine (the STEM Engine) allows for dynamic changes to audio effects, so we can use situations like something being on the other side of a wall or door, the environment changing from a long hallway to a spacious room, things moving around the environment and so on to their greatest effect. This lets us effectively draw the player's attention and caution to enemy movements, events, and other sounds, which is important in a horror game. I think that this engine is able to use this to good effect, even though it was a lot of work for the audio team [laughs].

Developer Interviews

Masatoshi Yanagi (Composer)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

It's been about 2 years since I joined the team. I was primarily in charge of composing and implementing the music for the game.

What's your favorite memory/anecdote from the process of developing this game?

The music for this game was recorded in Prague, Czech Republic. Having the music I'd composed being performed by a real European orchestra was so moving that it gave me goose bumps.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

The most challenging aspect that jumps to mind was actually implementing the music in the game, more than composing it.

How should it start, how should one track connect to another, should we stop it here? How can we use it to the greatest effect to give the user the best experience possible? That took a lot of trial and error, and a lot of hard work.

Nobuko Toda from FILM SCORE LLC and Suminobu Hamada from SOUND INN STUDIO INC. both helped out a lot in the production of music for this game. They also both happen to have been my teachers when I was still a student. I felt a lot of pride at having the opportunity to work together with both of them to create a single composition. Having my compositions performed by professional musicians in Prague, going through the mixing process, and then getting it implemented and hearing it in the actual game, feeling life being breathed into my work, was deeply moving.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

I wasn't involved in the first game, but I did work on the DLC. For *The Evil Within 2*, it was decided early on that the story would focus more on Sebastian's personal issues than last time. Since the core theme of the game was decided so early on, it made it easier to flesh out and refine the score, as far as the actual composition goes.

How did you get into video games as a career? Is there one game in particular that inspired you?

I was originally working in a job (train conductor) that had nothing at all to do with games. But I'd always dreamed of working in the game industry, and the desire to give it a try got stronger and stronger until I decided to quit my job and study music composition. After that, Shinji Mikami hired me, and that's how I got into the industry.

As far as the most influential game for me, there are so many that it's hard to pick one; but if I had to pick just one, it would be *ICO*.

What's your favorite horror/survival game of all time? Favorite horror movie?

Game: *Resident Evil* remake

Movie: *Misery*

What game(s) are you currently playing?

Crash Bandicoot N. Sane Trilogy, Dragon Quest XI, and *Horizon Zero Dawn*

What was the number one thing you kept in mind when composing BGM for a survival horror title?

Planning things out to bring the player back and forth between states of relative tension and relaxation.

That moment when the tension is released is one of the most enjoyable parts of survival horror, so you need to design things in a way that makes sure to relieve the tension at appropriate moments, rather than just keeping things scary all the time.

There are also times when silence is the most effective way to cause tension, so effective use of silence is also an important thing to keep in mind when designing music.

Are there any special techniques you use in your compositions to keep the players feeling tense, nervous, or desperate?

This obviously doesn't apply to every track, but:

One way is to eliminate a steady, predictable rhythm. I especially kept this in mind when making the music for when the player is exploring or actively working toward their objectives. When the stable rhythm suddenly drops away to be replaced by an unsteady rhythm or even something where you can't find the rhythm at all, it makes you unconsciously tense up. This makes it a useful technique for keeping the player feeling tense and nervous.

Another technique is putting sounds into the music itself that the player could mistake for sound effects (especially environmental ones). This technique is called musique concrète.

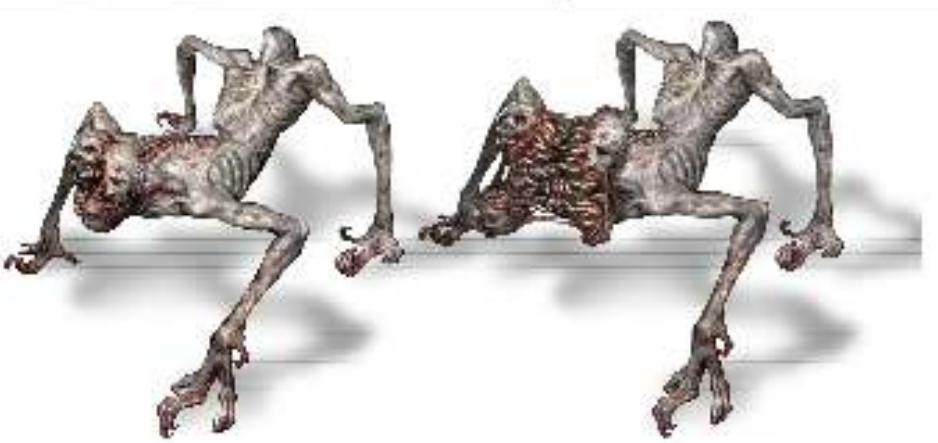
Using certain kinds of music such as drones, we keep something playing that the user's mind won't immediately link to music, but it hangs there in the periphery, unconsciously elevating their tension.

Art Gallery

Character Concepts

Art Gallery

Enemy Concepts



Watcher

Ghost

Art Gallery

Mobius

Art Gallery

Welcome To Union

Art Gallery

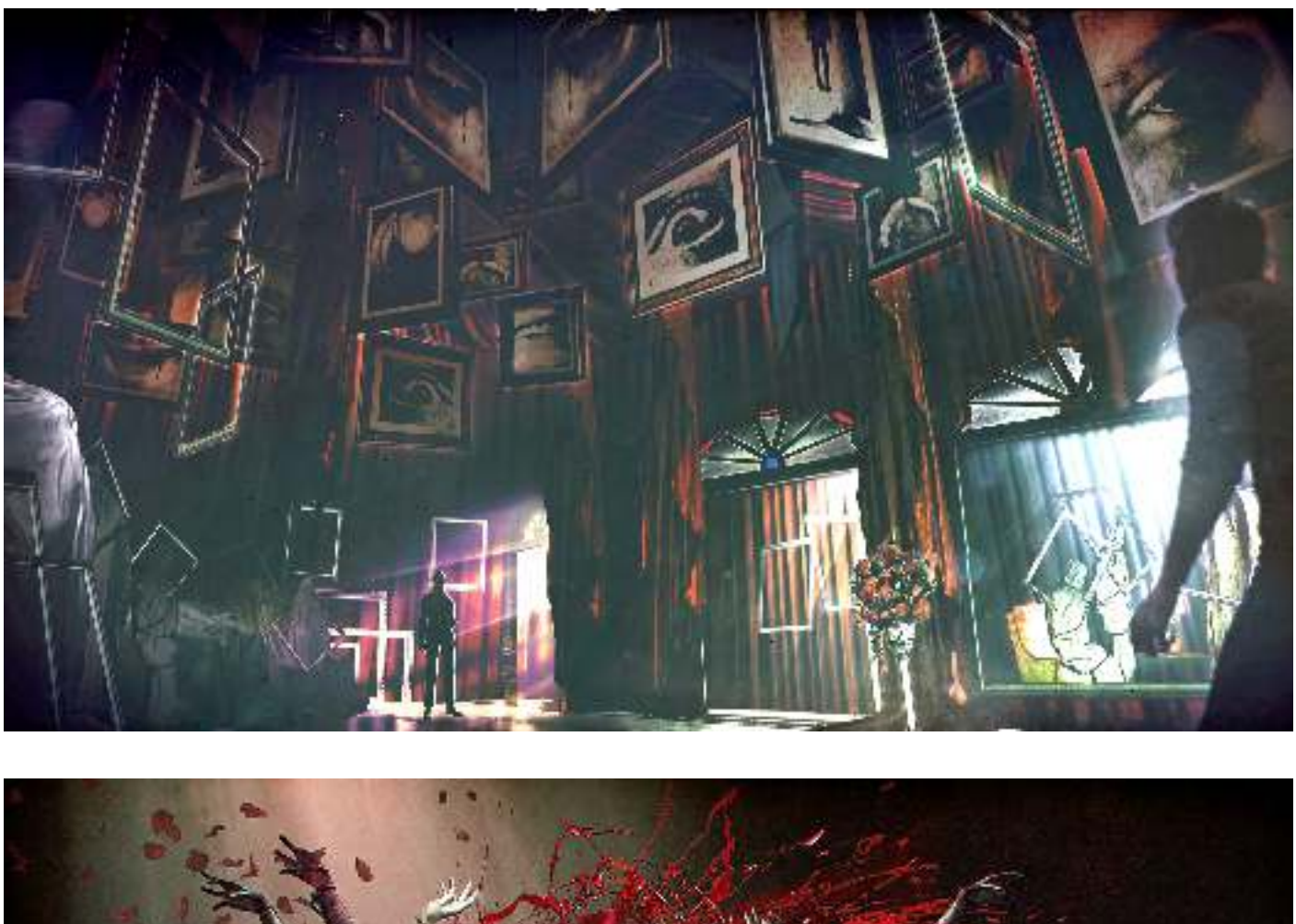
Union

Art Gallery

Decaying Union

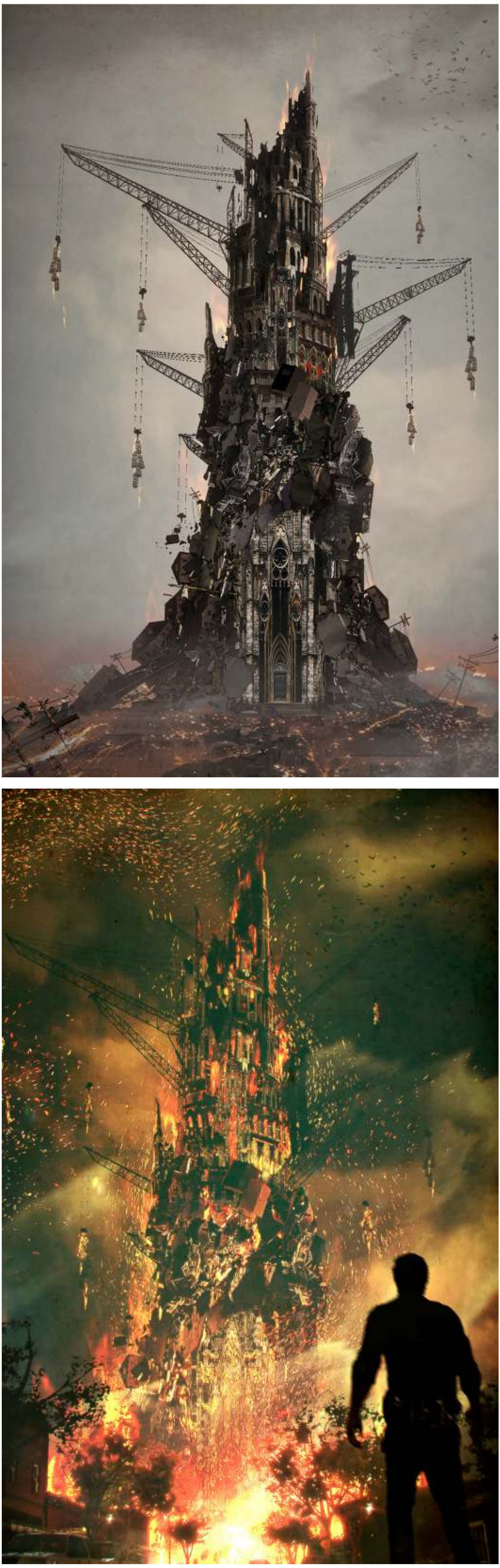
Art Gallery

Stefano's Stage



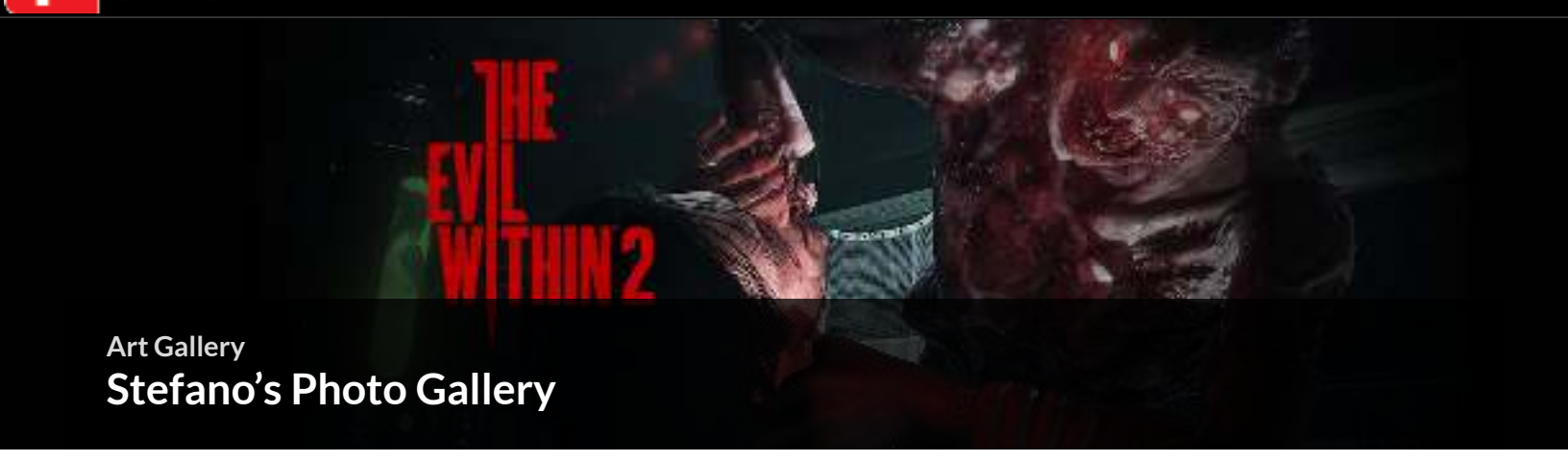
Art Gallery

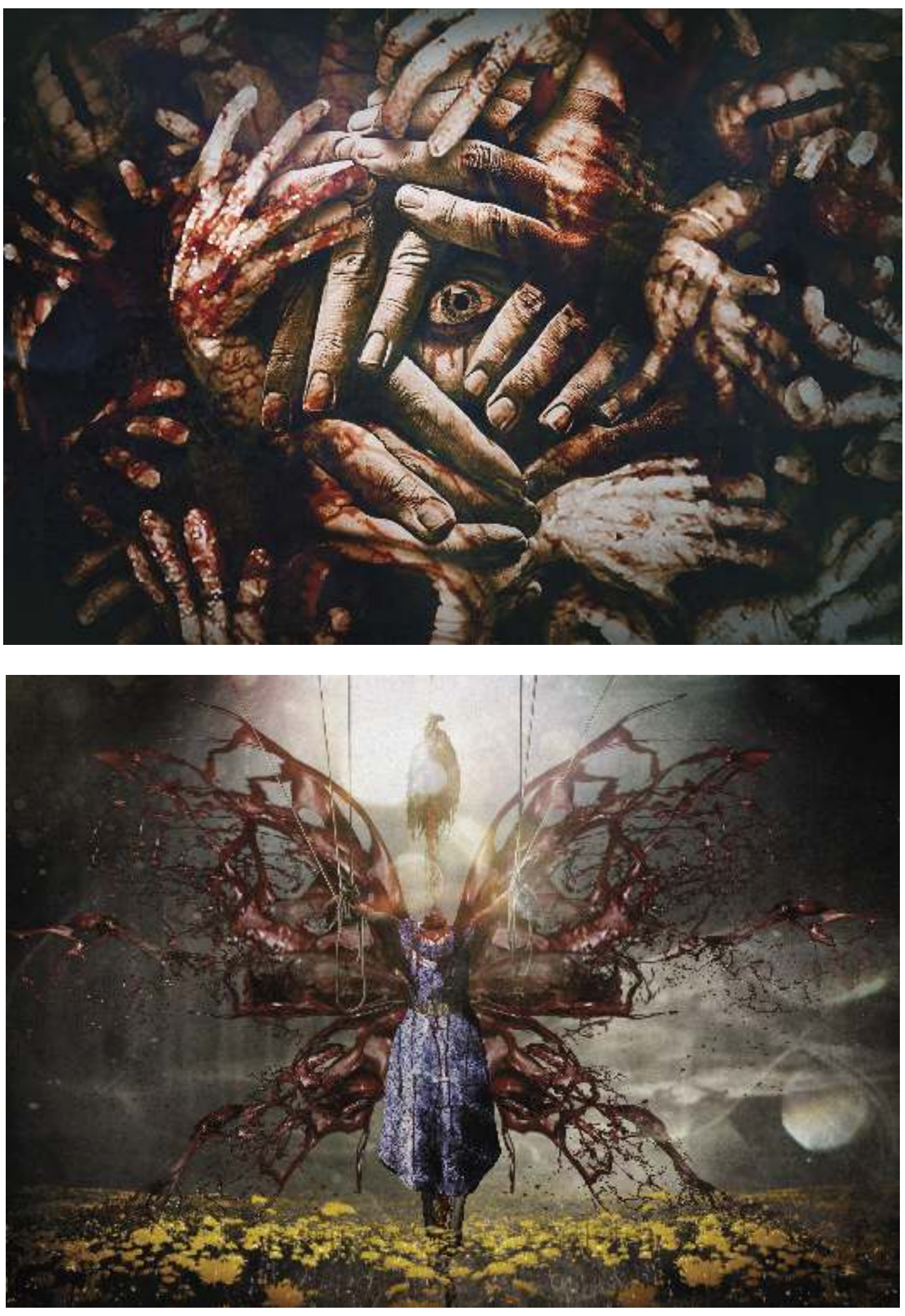
Theodore's Stage



Art Gallery

Myra's Stage



Art Gallery

Stefano's Photo Gallery